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THE

British

Chess Magazine.

VOLUME XXI., 1901.

LONDON: TRUBNER & CO., Charing Cross Road.

LEEDS: WHITEHEAD AND MILLER, 38, PARK CROSS STREET.

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BRITISH CHESS MAGAZINE

JANUARY, 1901.

THE CHESSMEN IN THE NATIONAL LIBRARY, PARIS.

OUR illustration this month depicts some of the chessmen in the National Library, Paris, which until the Revolution were in the Abbey of St. Denys, and to which reference was made in the April, May, and June numbers of this magazine last year.

The chessmen are popularly called "Charlemagne's Chessmen," but this legend cannot be traced further back than Jacques Doublet, who wrote the "Historie de l' Abbaye de S. Denys" in 1625, and is to be rejected on historical grounds. The seventeenth century saw many relics for the first time associated with the great Emperor.

The large piece, which is 16 centimeters high, and bears an Arabic inscription in the Kufic character*, stands apart from the others. Its inscription cannot be read with absolute certainty owing (as Forbes pointed out) to the identity of the forms of several of the Kufic characters when the diecritical marks are omitted, and the letters joined, but the best Arabic scholars are inclined to read it "Men-hamel Jussuf el Bahaili," *i.e.*, made by Joseph of the race of Bahail; this race had possessions within four miles of Basra, near the mouth of the Euphrates. The piece is surrounded behind by eight foot-soldiers, on either side by two horsemen, and by a fifth in front. This is a favourite arrangement in the "Museum" pieces; for instance, a Knight of the first half of the fourteenth century at Berlin is surrounded by sixteen men with crossbows, and a Bishop on horseback at Regensburg by a number of acolytes and archers. I do not believe that any chess meaning can be attached to these accessories; they probably were added in order to give greater stability and strength to the otherwise top-heavy piece.

It is difficult to conceive the possibility of the rest of a set so magnificent in scale and execution having been lost. This induced v. d. Linde to advance the theory that the piece is possibly allegorical and not chess at

* The use of Kufic character is of itself no evidence of antiquity, as it has been used until the present day for inscriptions, for the title-pages of books, and for the name of the Deity.

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all; it leads me to the opinion that it alone of its set reached Europe. I believe that there has at all times been a considerable trade in Eastern carvings, as curiosities, and that the existence of so many solitary pieces in the Museums is in part due to this. The Indian type of the whole carving suggests that either the whole piece was carved subsequent to the Mohammedan incursions into India—*i.e.*, later than 1000 A.D., or that the Arabic inscription was added later to a genuine Indian carving.

The other pieces appear in the main to be part of one set. Our illustrations give three Kings however (with the reverse view of two of them). The two Queens of the collection are also depicted, but only one of the four Knights, one of the four Elephants, one of the three Chariots, together with the only Pawn that survives. These have been supposed to be of Byzantine workmanship (chiefly owing to Forbes, who never saw the pieces), but French archæologists, who have subjected the pieces to minute examination, affirm that the armour and ornament is completely identical with that of the Bayeux tapestry, that is, with that existing in France in the latter half of the eleventh century, and that there is nothing particularly Byzantine about the pieces. The presence of the Chariot for the Rook is remarkable, but Professor Dozy has established that the Arabic *rukh* was the regular Spanish-Arabic name for the Chariot, and the earliest Latin chess poem (Codex Einsidlensis 365), which paleographists assign to the middle of the tenth century, has the lines—

"Extremos retinet fines invectus uterque
Bigis seu rochus, marchio sive magis."

"Either a Rook or rather a Marquess, each driven in a (two-horsed) Chariot holds the extreme bounds."

I therefore regard this set as of late eleventh or early twelfth century carving, and probably of French workmanship. The ascription of them to Charlemagne is explained by the continued references to chess in the Charlemagne romances of the 12th—15th centuries, and these references are again explained by the fact that the whole atmosphere and setting of these romances is that of the 12th—15th centuries. No one could recognise the true Charlemagne in the miserable heckled creation of the romances, whose chief motive was the enhancing of the position of the feudal nobility at the expense of their overlord the King.

These pieces have been in part pictured several times before; in the *Mag. Pittoresque* (1834), reproduced in *Massmann*, in *Villemin's Mon. Inédits de la France*, in *L' histoire de France de l' Univers*, in *Basterot's Traité elementaire du Jeu des Echecs*, and in *Brunet*.

H. J. R. MURRAY.

MINOR REFLECTIONS ON CHESS.

THOSE who do not play chess have a great respect for chess players—almost as great a respect as the chess players have for themselves. Chess has a great reputation; it is so difficult and complicated that anyone who plays it—however indifferently—is

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necessarily quite superior to the mere ordinary person. There is something ridiculous in this minor form of hero-worship. Think how cheaply a sound reputation for cleverness and mental activity may be purchased. A few hours over the chess board, a little interest, a visit or two to Simpson's Divan, a postal order for the subscription to a chess periodical—and the price is paid. Affect a little chess, parade a little chess, talk a little less—and you are a wise man. You are a chess player, a something that awes the foolish man who had not the patience to master the Knight's hop or the Bishop's crab walk. In his ignorance, he imagines all sorts of cleverness into your head; he thinks you serious. One is often thought to be solemn or serious when one is merely bored. A whist player, to take a contrary case, however clever or outwardly serious, is merely thought frivolous.

People cannot take whist seriously. How could anyone? Think of the depths to which it has been dragged by a plebeian public who find it inexpedient to discharge their social devoirs by boldly inviting to a dance. Progressive whist is now the order of the suburban evening out, and poor old genuine whist finds it impossible to keep out of the mire of ridicule into which it has been forced by the usurper-pretender. 'Progressive whist,' thou grown up version of 'musical chairs,' where muddlers win silver-plated pocket articles, and whist players are trumped round the street by dull-witted partners—thou hast made it hard indeed for Father Whist to ever look Caïssa squarely in the face again!

There is an ignorant prejudice against chess. Why? The average person has never troubled himself to learn it—it *must* be uninteresting, you see.

Chess is a serious game; almost as serious as golf. Which is a pity in some respects. A German gentleman was once so deeply engaged in working out a winning combination that he missed the waiter who had entered the room for further beer orders. Too great concentration certainly has its disadvantages. Against this alleged seriousness we may put the sociability of the game. What could be more sociable (not talkatively sociable, nor silently sociable—there is a mean, in which things are not said for the saying, nor left unsaid for the silence) than to have the company of a fellow for the duration of a game at chess? By the advance of a Pawn you can test his wit, by the withdrawal of a Rook you can gauge his daring. A few more passes—you know his mind. In this game, too, you shall gain the key to his fancy by the open disclosure of the brand of tobacco he affects.

I do not hold much of those chess brothers who refrain from the smoking of tobacco. These non-smoking gentlemen are usually hard-thinking, uncomfortable antagonists. They are apt to play woodenly, and become somewhat impatient between the moves. Cigars, I somehow fancy, will give a deep and rather technical game. Cigarettes will tend to make the encounter sprightly or boisterously reckless. For my opponent, I would hove one versed in the cult of the crusted briar; then shall our game be level-headed yet lively, sprightly yet discreet, novel yet dignified, exciting yet untroublesome—pre-eminently sociable. There are some people who maintain that chess is not sociable. They say that sociability is this: I say that sociability is that. And so we harmoniously agree to disagree.

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Seized by some sudden commiseration, I have frequently resolved to teach my friends the system of chess. Which resolves I now, in my saner moments, entirely resign. Chess is like Freemasonry—a Freemasonry of the would be would-be-thought wise—and it will be found that few converts are made among those who do not of themselves first manifest some interest in the game.

Chess, however, is by no means synonymous to virtue. Chess players have unpleasant characteristics. They are (to a degree, of course) proud, argumentative, over-cautious and deceitful. That the chess player has a certain amount of pride is not his fault; so long have the non-playing public bowed down to the graven image of Caissa that the initiated were bound sooner or later to feel their supposed superiority, and become overbearing. As to their deceitfulness, this undoubtedly comes from the chess player's habit of continually laying traps for his opponents—he has an itch to mate somebody on the mosaic of life. Chess is an ideal school for politicians and other word fighters; and those who have been brought up in the school readily grasp the vital points of an argument, which vital points—the problemists especially—they are over-keen to drive to a definite end. A journalist was once enlarging on the virtue of working at night to a chess player. "Why, look at you," he cried, "you throw away your nights." "Yes," replied the chess player, "but you should just see me play bishops!" This was *argumentum ad hominem* with a vengeance. Observe another instance: "Give me *men*," said the potentate, "and I will sweep up Europe!" "Give me a board," echoed the Lord Chamberlain, "and I will mate you in twenty moves." He happened to be a strong amateur—I forget what club.

On the whole, I like chess. It is a pleasant game, and a great comfort to those who cannot drive a croquet ball straight. Were it permissable to travel from this world with hand baggage, I feel sure I should take my chess box with me—it would be such a bother to look after a golf caddie across the Styx.

NORMAN ALLISTON.

B.C.M. END-GAME TOURNEY.

Authors' Solutions of End-games *B.C.M.* Tourney.

"Nova Tempora."—1 P—R 6, K × B (A.B.); 2 P—Q 5, P × P; 3 P—B 6, P—Q 5; 4 P—B 7, P—Q 6; 5 P—B 8 (Q), P—Q 7; 6 Q—Q 7, K—B 7; 7 P—R 7, P—Q 8 (Q) ch; 8 Q × Q ch, and wins. If Black had played 6..., K—B 6; then 7 K—B 2, P—R 4; 8 K—K 3, &c., and wins. Or if, instead of 7..., P—R 4, B—B 7; then 8 Q—B 6 ch, K—Kt 7; 9 Q × P, and wins. [A] 1..., K—Kt 4; 2 B—R 4 ch, K—Kt 5 (of course, if K × B, P—Q 5 wins); 3 B × P, B—R 7; 4 B—K 4, and wins. [B] 1..., B—Kt 8; 2 B—R 4, K—B 5; 3 B × P, K × P; 4 B—K 4 !, K × B; 5 P—R 7, and wins.

"Simplex."—1 P—R 5, P—K B 4; 2 P—K 5, B × P; 3 P—Q 4 !, B × P; 4 P—R 6, P × P; 5 B—K 3, and wins. If, instead of 3..., B × P,

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Black plays B—B 3, then 4 B—B 4 !, P—B 4; 5 P—R 6, P × R P; 6 B—K 5, and wins.

"Laboris gloria merces."—1 P—Q 4, B × P (if P—Kt 6; 2 Q—B 8 ch, Q × Q; 3 R × Q ch, R—Kt sq; 4 R × R ch, K × R; 5 P × B, &c.); 2 R—B 8 ch, K—Kt 2 (if R—Kt sq; 3 R × R ch, K × R; 4 Q—Kt 4 ch, K—B sq; 5 Q × B, &c.); 3 Q—B 5 !, Q × R (or A); 4 Q × Q, B × Kt; 5 P × B, R × P; 6 Q—Kt 7, R—Kt 5; 7 Q × R P, P—R 4; 8 Q—Q 7, and wins. [A] 3..., R—Kt 4; 4 Q—B 8 ch, K—Kt 3; 5 Q—Kt 8 ch, K—R 3; 6 Kt—Kt 4 ch, and now, if K—R 4; 7 Kt × P ch, B × Kt; 8 Q × R P ch, and mates in two more moves. But if, instead of 6..., K—R 4, Black played R × Kt, then 7 Q × R, Q—Q 4; and it is not easy to see how White can win. [This is our own variation, and we only hope it will not invalidate this fine end-game.—C.E.R.]

"Play."—1 R—K 6 dble. ch, K × R; 2 R—K 8 ch (B—B 8 ch is another way.—C.E.R.). Kt × R; 3 B—B 8 ch, K × Kt (if K—B 3, then Q × Q ch and Kt mates); 4 Q—Q 4 ch, and 5 B mates. [White, however, can win simply by 1 R × P dis. ch, R × B; 2 Q × R mate.

"Tight Corner."—The author gives a very long solution, beginning with B—B 3, which is quite unnecessary, as White can win simply and easily by P—K 3 ch, followed by R—Q sq, or by 1 Kt × P, or in perhaps half a dozen other ways.

"How's that."—1 P—B 4 ch, P × P *e.p.* (if K—B 4, White wins by either P × P or K—Q 6); 2 K × P, P—B 7 (if B (R 5) × P, then 3 P × P, and draws); 3 P—Q 8 (Q), P—B 8 (Q); 4 Q—R 5 ch, B—Q 4; 5 Q—B 3 ch, K—B 4; 6 Q—R 3 ch, K—Kt 4; 7 Q—K 3 ch, and draws, for if Q—B 5; 8 Q × Q ch, K × Q; 9 K—Kt 7, and Black must give up one of his Bishops for a Pawn.

"Riga London."—1 Q—K 8 ch, K—R 2 (best); 2 R—Kt 7, Q × R; 3 B × P ch, K × B; 4 Q—Kt 8 ch, K × Kt; 5 Q—Kt 4 ch, K—Q 4; 6 P—K 4, Kt × P; 7 Q × Kt ch, K—B 4; 8 Q—Kt 4 ch, K—Q 4; 9 Q—R 5 ch, and mates in two more moves.

"Dieu et mon droit."—We inserted this position because it was sent to us for competition, but it is a boy's first attempt at an end-game, and therefore must not be taken seriously. There is, of course, a very simple solution by Q—Kt 3 ch, winning the Queen or mating.

We have discovered what we fear is a "cook" of "Nova Tempora," if the solution begins in the author's way by 1 P—R 6, for then K—B 6; 2 P—Q 5, K—Q 5; 3 P × P, K—K 6; 4 B—B 4 (best), P—Kt 5; 5 P—B 7, P—Kt 6; 6 P—B 8 (Q), P—Kt 7 ch, and wins. Perhaps, however, White, for his first move, might play B—B 7 (threatening B—Kt 6), and then if K—B 6; 2 B—Kt 6 (if P—Q 5, K—Q 5), B—Q 4; 3 P—R 6, B—Kt sq; 4 P—B 5, K—Q 5; 5 P—Q 6 (if 5 P—R 7, B × P; 6 P—Q

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6, B × B; 7 P—Q 7, K—Q 6, and draws at least), K—Q 3; 6 P—Q 7, B—B 5 ch; and Black will at least be able to draw. Or if 1 P—R 6, K—B 6; 2 B—Q 5, then B—Q 6 ch; 3 K—B 2, K × P; and Black draws at least. If, after 1 P—R 6, K—B 6, White plays 2 B—Q 5, then B—Q 6 ch; 3 K—B 2, K × P, and draws at least.

B.C.M. End-game Solution Tourney.

"Tota" (who wishes his solutions to be noticed, though they do not compete for prizes), has solved correctly "Gwyn" Nos. 1 and 2, "Simplex," "Play," "Tight Corner," "Riga London," and "Dieu et mon droit." Those of "Nova Tempora," "How's that," and "Laboris gloria merces" are either incorrect or inconclusive.

"Heather" is right in "Gwyn" Nos. 1 and 2, in "Simplex," "Laboris gloria merces" (the main play), "Play," "Tight Corner," "How's that," "Riga London" (a cook), "Dieu et mon droit"; but wrong in "Nova Tempora," the solution of which is all in a muddle.

"T.D." right in "Tight corner" and "Dieu et mon droit." No other solutions received from him.

J. Jones, Pendleton, right in "Gwyn" No. 1, but in No. 2 imperfect. Right in "Simplex," "Play," and "Dieu et mon droit." Wrong in "Nova Tempora" and "Laboris gloria merces." Partly right only in "Tight corner," and inconclusive in "Riga London." In "How's that" his solution must be held to be also inconclusive, as it is doubtful whether, after the moves given, Black cannot win.

G. H. Garratt, whose solutions arrived too late for notice in last No, has correctly solved "Cæsarea," "Vino pellite curas," and "Fertig," but in all others he is wrong.

J. D. Tucker right in "Gwyn" No. 1, but only the mainplay given. Wrong in No. 2. Partially right only in "Nova Tempora," and doubtfully so in "How's that." Right in "Play" and "Tight corner," but wrong in "Simplex," "Laboris gloria merces," "Riga London," and "Dieu et mon droit."

"J.L.P." is right in "Play," "Tight corner," and "Dieu et mon droit," but wrong in "Simplex," "How's that," "Nova Tempora," and "Laboris gloria merces." In "Riga London" he is inconclusive.

J. Matthews is wrong in "Nova Tempora" and "Riga London," but right in "Simplex," "Play," "Tight corner," and "Dieu et mon droit," his solutions of the two last named being original and good.

Charles Jones is right in "Gwyn" No. 1, but his solution is needlessly elaborated, and the same remark applies to "Tight corner." Right also in "Dieu et mon droit" and "Gwyn" No. 2, but in all the rest wrong or inconclusive.

G. A. Thomas correct in "Gwyn" No. 1 and No. 2, but in the latter he omits the variation 2 B—B 4, and the cook by 2 Q × Q, Kt × Q; 3 Kt × B. In "Nova Tempora," after the moves 1 P—R 6, K × B; 2 P—Q 5, P × P; 3 P—B 6, P—Q 5; 4 P—B 7, P—Q 6; 5 P—B 8 (Q), P—Q 7; 6 Q—K 6 ch, K—B 6; 7 Q—K 5 ch, K—Q 6; 8 Q—R sq. K—

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B 7; 9 Q—R 4 ch, K—B 8; 10 Q—B 4 ch, Black does not move his K as G. A. Thomas gives, but covers with his B, and draws at least, which looks like an additional cook to this position. He is correct in "Play" according to author's solution, but fails to see the mate in two moves. His solution of "Dieu et mon droit" and "Tight corner" will do, though that of the latter is not the shortest method, and that of the former imperfect. In "Riga London" he gives 1 Q—K 8 ch, K—R 2; 2 B × P ch, K × B; 3 Kt—Q 7 ch, Q × Kt; 4 Q × Q, but fails to show how White could then win. In "Simplex" he is wrong, and in "How's that" and in "Laboris gloria merces" his solutions are far from being decisive. The monthly solution prize therefore goes this time to "Heather," who has solved successfully 9 out of 10 end-games. It will be seen from the absence of any more positions in the December No. of the *B.C.M.* that the entries are now all published, and it only remains to the judge to give his awards. As regards the solvers, this is a little difficult, partly owing to the misunderstanding about Tota's solutions, and partly because the same solvers have not in all cases continued throughout. The total scores, however, seem to be as follows:—J. J. Jones, 8½; "T.D.," 12½; "Kiddall," 5; J. D. Tucker, 7½; J. Y. Fullerton, 1; T. Matthews, 6; Charles Jones, 9; G. A. Thomas, 14½; "Heather," 9; "W.H.S.M.," 7; "J.L.P.," 3; and J. H. Garratt, 3. He must therefore award the two general solution prizes to Mr. G. A. Thomas (first prize), of 27, South Parade, Southsea; and the second to Mr. T. D. Dunnett 3, Osborne Avenue, Liscard, Cheshire. [I will give the second solution prize of a 5/- chess book at solver's choice.—C.E.R.]

The Judge's Report and Award in *B.C.M.* End game Tourney.

The judge feels very sorry that no less than sixteen end-games out of the twenty-six that were sent in for competition in the Tourney, have been found defective. These are: "Advancement," "R + B + Kt, Nos. 1 and 2," "A Traveller," "Estulna," "Black Watch," "Fama crescit eundo," "Vino pellite curas," "Gwyn No. 2," "Fertig," "Defer not, delays are dangerous," "Nova Tempora," "Play," "Tight corner," "Riga London," and "Dieu et mon droit." Most of them have been disqualified by duplicate or triplicate solutions, as has been proved in the course of the Tourney; under which category come "Advancement," "R + B + Kt, Nos. 1 and 2," "A Traveller," "Fama crescit enndo," "Vino pellite curas," "Gwyn No. 2," "Fertig," "Play," "Tight Corner," and "Riga London." Of the other five, "Estulna" is a win for Black; "Black Watch," "Defer not, &c.," and "Nova Tempora" cannot be demonstrated as wins for White; and "Dieu et mon droit" can hardly be taken at all seriously. There remain therefore ten positions not disqualified by unfulfilment of the conditions, namely "Siam," "Mountain Dew," "Oriens Silva," "Cæsarea," "Gwyn No. 1," "The artful dodger," "By indirections find directions out," "Simplex," "Laboris gloria merces," and "How's that?" Of these the judge has now to speak, and from them to select the winners.

He may premise that in his decision he has been guided by these considerations; first, naturalness of position, as ought, of course, to be that of an end-game; secondly, usefulness for instruction, which is

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connected closely with the foregoing qualification; thirdly, cleverness of construction, so that the solution shall not be at all obvious.

Now in "Siam" the position is not unnatural or uninstructive, but it is obvious that, as White is a piece behind, he has only one thing to do, namely B—B 8, &c., but as Black can defend by Kt—B 3 and P—Kt 5, &c., the result is indecisive, and a draw for White is not proven. On the contrary, in some variations Black wins.

"Mountain Dew." This, again, is not at all an unnatural position, but the obviousness of the course to be taken, and the want of strategy, relegate it to a lower rank, at any rate, than the first.

"Oriens Silva" is also a most natural position, which might easily have occurred in play, but there is little strategy in it after the first two moves, and White can apparently play either 2 B—Kt 6 or B—K 3.

"Cæsarea" is cleverly constructed, but a most unnatural position, and the solution is a series of checks.

"Gwyn No. 1" is too obvious for comment.

The only difficulty in the "Artful dodger" is the making of a Q at White's third move, because if a Q is made, Black draws by K—Q 7; which any but a tyro would see.

"By indirections find directions out" is of a different calibre to those hitherto noticed. It is very difficult, very cleverly conceived, and, as far as we can see, contains no flaw in the solution, for the dual one proposed by 1 P × P has at least not been demonstrated. Its only drawback is the unnatural position, but that, we think, is in this instance more than compensated by its other merits.

Another excellent entry is to be found in "Simplex," which is a true end-game, and a fairly natural position. It is not difficult, but the way in which Black's Bishop is either forced off the long diagonal or pinned is admirable and very instructive.

"Laboris gloria merces" is the most natural position, perhaps, of all the entries, but we are not quite satisfied as to its soundness, for after the moves 1 P—Q 4, B × P (best); 2 R—B 8 ch, K—Kt 2; 3 Q—Q B 5, R—Kt 4; 4 Q—B 8 ch (if Kt ch, R × Kt), K—Kt 3; 5 Q—Kt 8 ch, K—R 3; 6 Kt—Kt 4 ch, R × Kt; 7 Q × R, Q—Q 4; now if 8 R—K Kt 8, Q—Kt 6 ch, and draws. There are other variations, but our verdict about this attractive ending must, we fear be, "not proven."

"How's that" is not a likely position, for the White Pawn at B 6 must have made two captures from the R file to get there It has been asserted that there is a dual solution by 1 P × P, B × P ch; 2 K—K 8, K—K 3; 3 P—B 8 (Kt) ch, K—Q 3; but this seems doubtful, and if it were proved, it would not be so good as the author's.

From what has been said, it will cause no surprise that the judge awards the highest honours to "By indirections find directions out," which proves, on opening the envelope, to be composed by Mr. A. F. Mackenzie, of Kingston, Jamaica. The second prize he awards to "Simplex," the author of which is Herr Queckenstedt, of Rendnitz, Leipsic, Germany. For honourable mention he selects "Oriens Silva," and if it is sound, "Laboris gloria merces."

We give the positions of the two prize-winners, and their solutions.

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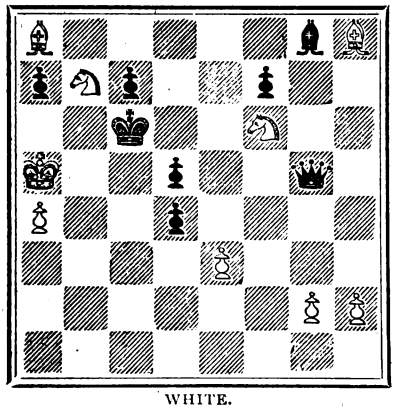
"By indirections find directions out."

BLACK.

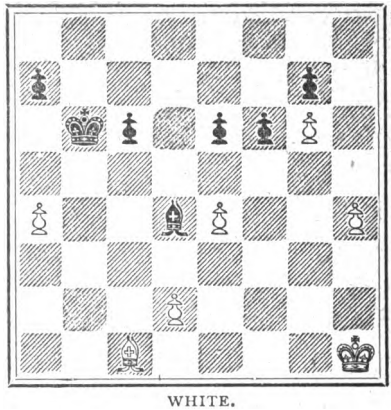


WHITE.

White to play and win.

"Simplex."

BLACK.



WHITE.

White to play and win.

Solution of "By indirections find directions out."—1 P—K 4, Q—Q 7 ch (if P × P dis. ch, then 2 Kt—B 5 dis. ch, and wins the Q); 2 K—R 6, Q—K 7 ch or (A) (if P × P, again Kt—B 5 dis. ch wins the Q); 3 K × P, P × P (best); 4 B—Kt 7, Q—R 7 or Q 8 (if Q—B 8; then still B—B 8); 5 B—B 8, Q × P ch; 6 Kt—R 5 dble. ch, K—Kt 4; 7 B—B 6 ch, K × Kt; 8 B × Q, and wins. (A) 2..., Q—Q 6 ch; 3 K × P, P × P (best); 4 Kt × P (White cannot win here by 4 B—K 7, as in the mainplay, because of Black replies Q—Q R 6 or Q—Kt 8; but now, whatever Black does, he must lose his Q or be mated).

Solution of "Simplex."—1 P—R 5, P—K B 4; 2 P—K 5, B × P; 3 P—Q 4 !, B × P; 4 P—R 6, P × P; 5 B—K 3, and wins. If, instead of 3..., B × P, Black plays B—B 3, then 4 B—B 4 !, P—B 4; 5 P—R 6, P × R P; 6 B—K 5, and wins.

The following are the names and addresses of the composers of the rest of the end-games:—"Advancement" and "R + B + Kt" Nos. 1 and 2, Rev. J. Jespersen, Svenborg, Denmark. "Siam" and "A Traveller," V. Vandet, Thisted, Denmark. "Estulna," John Ellis, 70, Devonshire Street, Keighley. "Black Watch" and "Mountain Dew," J. S. Pagan, Braendam, Thornhill, Stirling. "Cæsarea," A. Baker, Almondbury Grammar School, Huddersfield. "Oriens Silva," A. Eastwood, of the same address. "Fama crescit eundo" and "Vino pellite curas," Bohus Prikryl, Krizanovreich, Mähren, Hungary. "Gwyn" Nos. 1 and 2, W. D. Wight, of Pentre R.S.O., Pontypridd, Wales. "Fertig," Vojla Kosék, of some undecipherable place in Bohemia. [We do not know the Slav languages, and are sorry we cannot read the address, which might have been important, had he been a prize winner.] "Defer not, delays are dangerous" and the "Artful dodger," A. F. Mackenzie, Kingston, Jamiaca. "Nova Tempora" and "Laboris gloria merces," W. Queckenstedt, of Renduitz, Leipsic. "Play," "Tight corner," and "How's that," the Rev R. J. Wright, Kilverstone, Madeira Avenue, Worthing. "Riga London," Fritz Schwan, of 27, Romanow Strasse, Riga.

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CHESS LITERATURE.

CHESS STRATEGETICS ILLUSTRATED. By Franklin K. Young. (Sampson Low, Marston & Co. Price 12s. 6d.)

WITH this the fourth and final volume of his "Chess Strategetic Series" the author fortunately completes a work which he tells us was undertaken merely as a relief from more arduous labours. At first Mr. Young's native modesty or superior knowledge or something forbade him to believe that his "system" would be understood and appreciated in his own lifetime. "This was a consummation hardly to be hoped for,—it is difficult to teach old dogs new tricks; the chessplayers of the day were wedded to their books of analysis, and it was too much to expect that the new synthetic method would find converts outside a rising generation, whose mind was free from the effect of prior teachings and of established habit." But he was mistaken. The very sort of ignorance required for a fitting reception of his new theory was already at hand in the present generation,—and the new synthetic method is being properly appreciated accordingly.

It is truly saddening to reflect upon the awe and respect that may be won for the veriest nonsense tricked out in high-sounding words and learned looking phrases such as are to be found nearly everywhere in the whole range of "Strategetics." Wedded, as perhaps we are, to our books of analysis, we can see nothing in our author's method, beyond a clumsy attempt at teaching new dogs old tricks, many of which are now rather worse than useless for any dogs, young or old. The "method" itself we cannot see; the "new theory"—if there—escapes us. This being our "attitude" with regard to Mr. Young's work, nothing remains for us but to transcribe a few passages from it for example; with added comment on occasion,—if only in the interests of a rising generation.

"TOPOGRAPHICAL HORIZON" (pp. 3-7):—"'The fundamental law of war,' says Napoleon, is this,—'the greater force always overcomes the lesser.' Now it is essential that the student of this theory, once and for all, comprehend that this 'force' which the great master of military science is talking about has no relation to inert masses of men, but is a pure mechanical power. In war, this force is the weight multiplied by the square of the velocity of flying projectiles from small arms and artillery," &c.

Were this extraordinary statement correct, we should have had enough of "high explosives" long ago; and the usual employment of small arms and artillery in war would be impossible. These pacific instruments would burst all at the first time of asking,—or would so effectively "kick" the men around that the subsequent proceedings would interest them never more. The author is at great pains with his notion of "force" in this connection. He appears to have no clear idea of it at all,—either in chess or war or "mathematics." Says he, disposing of "a most erroneous idea commonly held":—"The Queen, for instance, is termed the 'strongest,' or the 'most powerful' of the chesspieces; the Rook, the 'next strongest,' and so on. As a matter of fact, the chesspieces are all of equal strength: none is more or less powerful than the other." This because,—"The Pawn can capture—*i.e.*, destroy—any adverse chesspiece by eliminating it from

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the surface of the chessboard; so can the Rook, the Bishop, the Knight, and the King—*the Queen can do no more.* Hence, obviously, the force for destruction exerted by one piece is equal to that possessed by any other chesspiece,"—and so the "erroneous idea commonly held" goes by the board.

In "PRIME STRATEGETIC FACTORS" we have the next topic—spread over fifty-two pages. This section, embellished by some curious "Figures," is endowed with some sense for the student,—but only because it contains twenty-three positions from "Morphy's Games." These are all labelled in due terms of the new theory, as imagined in the author's other works, "Minor Tactics," "Major Tactics," and "Grand Tactics of Chess." There is nothing in it calling for serious attention, except perhaps the following (pp. 69-70):—"The student thus will easily perceive, that in compliance to the requirements of these principles, and to the basic law of the Science of Chess Strategetics of which these principles are but the corollaries, *at every move the column of attack, the column of support, and the column of manœuvre must act together as a unit for the defence of the kindred and for the attack of the adverse position.* It equally is obvious that the threefold duties which respectively appertain to these columns, taken collectively, are devolved, in the execution, upon the sixteen *corps d' armée* which originally constitute the chessic army, *i.e.*, that these sixteen kindred chesspieces are required, as it were, to multiply themselves threefold, and to perform the labours of forty-eight *corps d' armée;* and that, instead of contemplating the movements of thirty-two men on a chessboard of sixty-four squares, the calculations of the chessplayer comprehend the deployments, manœuvres, and operations of combined kindred and adverse determinate and hypothetical forces represented by ninety-six Pawns and pieces, over the surface of a mathematical chessboard composed of one hundred and seventy-six squares; *two-thirds of the chesspieces and two-thirds of the chessboard being invisible.* * * * The student of strategetics, whether of war or of chess, readily sees the mathematical exactness of this vast chessic proposition, and equally so, that in comprehensiveness and in profundity it easily is equal to any proposition known to military art and science."—Thus a man may write when fancy masters reason, or when his imagination is at odds with his senses; perhaps so must he write when common sense, as well as plain dealing with the reader, is foreign to his scheme.

Touching the "GRAND PROCESSES OF GREATER LOGISTICS" (p. 195):—

> "The student now arrives at the crucial phase of the chessic art and science as interpreted in this theory.
>
> "The first three books of this series—in which the knowledge derived from the experience of the greater chessmasters is classified and systematically arranged for the purpose of presenting a complete and concrete system of chessplay for the benefit of the student; together with the present volume, which exploits the method whereby this theory is applied to practice—would perhaps be written in vain, did the author at this point lay down his pen.
>
> "To the layman, whether in war or in chess, this fact well may seem seem inconceivable, and he properly may hold that the value of a completed science and of an art whose processes are formulated is indisputable. As an abstract proposition this is

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true, and it literally would be true if all men were possessed of an art and science in equal proportions.

"But it is a matter of common knowledge that the man who merely is a theorist, and the man who merely is an artist, is to be found in droves, so to speak. The first is a worshipper of abstract propositions and falls in prostrate adoration before the shrine of scientific principle; the latter, heedless of cause and effect, and enamoured of tangible and material details, revels in the complexities of the present moment, without regard for the thing which ought to be, or perhaps may yet be.

"Both of these people have the utmost contempt for each other's methods. The one despises the lack of system in the other, and the latter mocks at what seems to him but egotistical pedantry."—&c.

This &c. stands for much more matter in the same strain offered in illumination of the theory in general but with particular reference to "Logistics"; the whole of it having about the same relation to the professed object of the book that the Napoleonic Legend has to the McKinley Tariff.

Next in order comes an explanation of "THE TACTICAL SEQUENCE" (p. 205):—

"The Tactical Sequence consists of those marches whereby the Corps Offensive leave their respective points of departure or of manœuvre and advance along the logistic radii which appertains to the true strategetic horizon, to their respective points of command against the strategic vertices."

We adduce the first example:—

"——— FIGURE 104.

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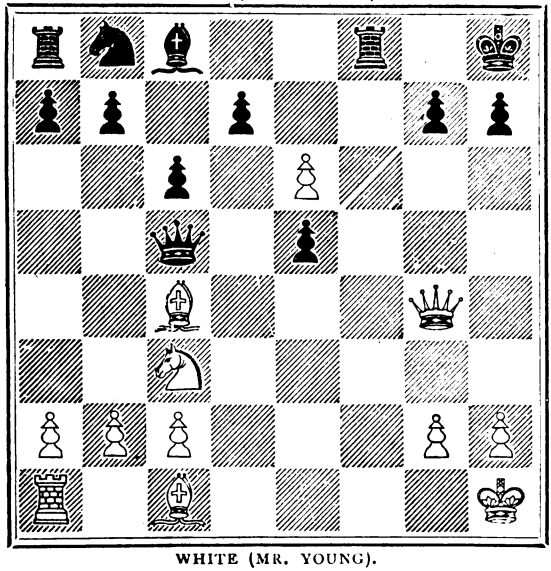

WHITE (MR. YOUNG).

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"NOTE.—In this situation it is obvious that if Black had the move he would win by playing P—Q 4.

"Hence, White must either act on a line of operations, or he must act on a simple line of manœuvre and prevent the advance of the Black Q P.

"An exact reconnoissance of the situation shows that the Black force is divided into two great isolated masses, and that only one of these masses —*i.e.*, that composed of the Black K, Q, R, K P, K Kt P, and K R P— is in action.

"According to Napoleon's dictum it is necessary for White to act either against the communications of these two isolated masses or against the communications of the active adverse mass with its base; *i.e*, the Black K. The latter course would be brilliantly decisive, but in this case no strategic line of operations can be mathematically demonstrated.

"Thus it is White's sole resource, being inferior in force, to act on a simple line of manœuvre and endeavour to perpetuate and to intensify the unscientific isolation of Black's divided army.

"But the exact reconnoissance of the general situation also shows that there is a prospective complex line of manœuvre open to White, provided that the Black Q can be compelled or enticed to withdraw the radius of defence which is operating for the support of Black K 2.

"This prospective complex line of manœuvre results from the fact that White's corps of the left (White Q) already occupies a point of command against one tactical key (Black K Kt 2), and remotely against a second tactical key (K K sq); and that if the White K P, which occupies a point of manœuvre, can advance to its point of commaud (Black's K 2), and from whence it would attack simultaneously two tactical keys (Black K B sq and K sq), the White K B also would be brought into co-operation with the White Q.

"But although this is so, it still is the fact that this complex line of manœuvre never may be realised, and, as the student must always recollect, *the most pressing need always must first be attended to.*

"Therefore, although White should hold in view the possibility of this prospective attack against the Black K, nevertheless, he on his turn to play must be governed by the principles of the simple line of manœuvre, as his immediate object is to prevent the play of P—Q 4 by Black.

"That is to say, White must dictate Black's next move; *i.e*, White must retain the initiative. White now applies the tactician's rule, and at once sees that he can compel the Black Q to perform two functions; *viz.*, to defend the Black K 2 and at the same time to protect itself against attack, and White further sees that such onus, if thrown on the Black Q, will prevent the move of P—Q 4 by Black, and will dictate as his next move a move by the Black Q.

"This, of course, is just what White wants to do; and he can do this in three ways; *viz.*, by Kt—Q R 4, by B—K 3, or by P—Q Kt 4.

"Either of these moves by White is equivalent, in war, to outflanking a hostile corps which is defending a strategic point. A detachment made for such a purpose may be sacrificed if such sacrifice insures a line of operations.

"Consequently, White selects his Q Kt P as a Corps Detached to be

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sacrificed as the most judicious method to fulfil the requirements of the immediate simple line of manœuvre, and to bring about the prospective complex line of manœuvre, and he plays:—

"——— Mr. YOUNG.

1 P—Q Kt 4

If the Black Q retreats to Q 3 or to K 2, then the complex line of manœuvre begins, and the initiative is retained for White by Kt—K 4, or B—K Kt 5. So Black plays:—

Mr. BURILLE.

1 Q × Kt P

Still White must keep to the simple line of manœuvre in order to retain the initiative and to prevent Black from playing P—Q 4, so he continues:—

2 R—Q Kt sq 2 Q × Kt

Black evades the snare laid for him by the offer of the White Q; *i.e.*, Black could have played 2 R—K B 8 ch; 3 B × R, Q × Q; 4 P—K 7, Q—K 3; 5 B—R 3, P—Q 4; 6 Kt × Q P, P × Kt; 7 B—Q Kt 5, B—Q 2; 8 R—K B sq, and White wins.

Of course, Black by taking the Kt permits White to act on a complex line of manœuvre against the Black K. The situation is replete with instruction for the student of this theory.

3 B—K R 6

This is another sacrifice of a Corps Detached to dictate Black's reply and thus retain the initiative, and is the beginning of the strategetic line of operations.

3 P × B

Black must avert mate at the expense of a move, and thus permit the White column of the centre to occupy its point of manœuvre (White K B 1). This capture by Black also uncovers the Black K Kt sq to the combined attack of the White Q and K B.

4 P—K 7

White now advances his corps of the left to a point of command whereat it attacks simultaneously two tactical keys (Black K sq and K B sq).

4 R—K sq

The Black R thus attacked is obliged to preserve itself and to support the kindred point of junction against the attack of the White K P. It thus acts as a part of the column of manœuvre by constituting itself a point of impenetrability.

But by so doing, as the student readily sees, the Black R abandons the strategetic key, *i.e.* (Black K B 2), for it is evident that if a White R be posted at Black's K B 2, it simultaneously will attack both Black K B sq and K Kt 2, both of which are tactical keys, and thus the strategic horizon will be complete, with the strategic vertices occupied by the Corps Offensive, and consequently it will be a winning position for White.

5 R—K B sq

The White Corps of the centre now occupies its point of manœuvre and at the same time simultaneously attacks the strategic key and a tactical key, according to the grand law of chessplay as laid down in this theory.

5 Q—Q B 4

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The student will observe that although Black has captured three detached Corps for which White has no further use, his position not only is not further developed, but on account of the removal of the Black K Kt P from K Kt 2, it is even weaker than before his first move, and that White still retains the initiative and the right to move.

6 R—B 7

The White Corps of the centre now occupies the strategic key from whence it simultaneously attacks the two tactical keys, which also are attacked by the Corps of the Right and of the Left, respectively. The position now is a winning position for White either with or without the move.

6 R—K Kt sq

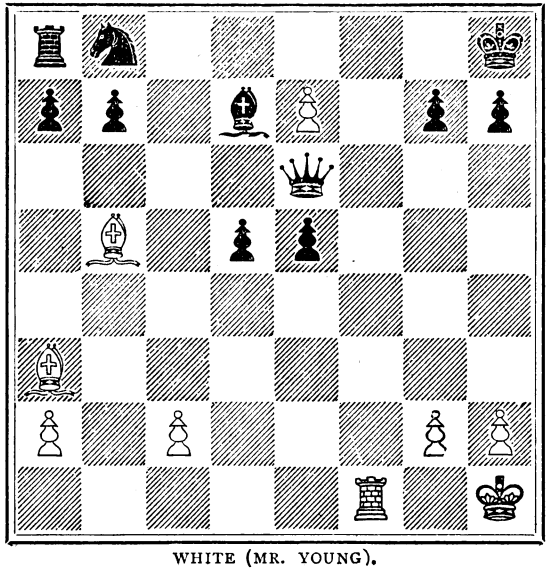
Black, obviously, cannot prevent both the threatened mate and the threatened occupation of the logistic horizon by the White K P.

7 R × R P ch 7 K × R
8 Q × R ch,

Checkmate. ———."

Perhaps this elaborate discussion of "Tactical Sequence" would be less objectionable in point of fact had the author been less occupied in attending to his "language." At all events, and for example only, let the student consider the position arrived at in the note to Black's second move, where it is asserted, "and White wins." This is so far from being the case that it is Black who wins,—and that in either of at least two different ways. He may continue 8..., Kt—B 3; or, even better, he may go on 8..., B × B; for the Queen interposing at Kt sq, on occasion, makes all safe; easily preserving his overwhelming numerical advantage. We "pad out" with a diagram of the situation in question:—

BLACK (MR. BURILLE).



WHITE (MR. YOUNG).

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And add,—"With or without the move," Black wins. *He* has the initiative. The "snare" laid by White should have caught himself and lost him the game.

After this we have "PROCESSES OF GREATER LOGISTICS"—"MAJOR," "MINOR," and "GRAND,"—a rehash of the other books of the series, to which the reader is often referred. For instance:—

"As the student has already been taught, all calculations having but a single point of command belong exclusively to Major Tactics; they are determinate propositions, and are solved by simple arithmetic; and until the student has thoroughly mastered them, he should confine his studies to the second volume of this series. For a similar reason, if the student is not entirely familiar with the proper construction of the several strategic fronts and of the direction which should be given to each; and if he does not comprehend the utility of the various supplementary formations which appertain to these strategic fronts,—he should continue the study of "Grand Tactics" until he has acquired the knowledge which fits him to approach this volume with some slight idea of its import. In case he is ignorant even of the construction of primary bases, and the reasons therefore, then the "Minor Tactics of Chess" is the book he needs,—not this one."

Elsewhere we learn that the London *Spectator* has devoted a page and a half to an intelligent and complimentary review of "Minor Tactics" and stated!—"The book is clearly written, but an effort is required to master the theory—and it needs to be mastered entire—before the light dawns. The reviewer, a poor player, played for many years with a friend from whom he usually received odds and a beating. After acquiring (by six months' study) the new theory, he has played a series of games with the same friend (to whom this theory was unknown) without taking odds, and has not only won the majority of the games, but made a much better fight in those which he lost than he had been able to make before becoming acquainted with the theory."

The concluding portion of the work (pp. 253-284) is devoted to a perfectly absurd dream of the "Battle of Waterloo," in which "the French army, 68,000 men, directed by Napoleon in person and when engaged in destroying 70,000 British under the command of the Duke of Wellington, was attacked both in flank and rear, and utterly routed by 65,000 Germans led by Field-Marshal von Blücher."—Well, if Mr. Young is posing as a humourist, perhaps he is a success—of a sort. But if he is in earnest it is all the more pitiful. We can safely say that for the would be chess-player desirous of a burden on his memory and a blank in his understanding the "Chess Strategetic Series" is absolutely unrivalled.

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TO OUR SUBSCRIBERS.

THE Subscription for volume XXI., which begins with the present issue, is now due, and Subscribers who have not yet paid will greatly assist the Editor by remitting the amount—**EIGHT SHILLINGS**—without delay. Postal Orders to be *crossed* "& Co."—*The numbers of the orders should be kept for reference.* Cheques to be made payable to *British Chess Magazine.* All communications to be addressed: *British Chess Magazine*, 38, Park Cross Street, Leeds.

For the convenience of our American subscribers we have decided to accept $**2** in U.S. notes, in payment of one year's subscription. American exchanges will greatly oblige by giving publicity to this information.

THE news that we publish from Norfolk suggests to thoughtful chess enthusiasts in the provinces the question why cannot other provincial chess clubs do likewise? We refer to the acquisition by the members of the Norfolk and Norwich Club of private premises of their own. This leads us to the further question by what means were the Norwich players able to accomplish this desirable result? Such luxury as this, we believe, Dundee alone is able to boast an equal. Is Norfolk specially favoured with rich players, or the windfalls of legacies of chess enthusiasts? We understand that the method adopted by the Norwich Club was that Capital was raised by allowing the members and others interested to take shares (at 5/- per share), and by this means some £70 was raised—furniture was purchased, the rooms leased, and the scheme was perfected by a rule which makes the club pay back *at least* two shares yearly, to be determined by ballot. The actual outgoing expenses of light, fireing, rent, &c., are found to be not much more than the usual rent paid for public rooms, while the club has rooms private and

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always at its disposal. We congratulate Norwich on its enterprise, and hope that the day is not far distant when such clubs entirely devoted to chess will be found in all our provincial towns.

The Editor of the *British Chess Magazine* wishes all his friends, contributors, and readers, a very happy and prosperous year.

A Masters' Tourney is in progress at the Vienna Club, in which Herren Alapin, Albin, Halprin, Hamlisch, Marco, Perlis, and Schlechter are taking part. There is also an Amateur Tourney with a large entry and eight prizes.

The late two-round Tournament at the Manhattan Club, New York, between Messrs. Baird, Hodges, Hymes, Lipschütz, Marshall, and Showalter, resulted in Mr. Lipschütz coming out first with 8 won games, Mr. Showalter second with 7, and Mr. Hodges third with 5 out of a possible 10. Mr. Marshall, who did so well in the Paris Tourney, was last with $2\frac{1}{2}$, possibly owing to a breakdown in health, for he does not look strong in bodily physique.

The "Pillsbury" National Correspondence Chess Association has started a monster Tourney between the East and West United States, with 150 players on each side, to commemorate the incoming of the 20th century. There is also projected a Tourney by Correspondence between the United States and England, Germany, and Austria, which will last from three to five years. The match with Canada has been won by America, though it is still not quite finished.

Dr. Lasker has invented a new chess notation, which consists in drawing a line on a diagram from the square on which a piece or Pawn stands to the square to which it is moved, and adding the number of the move. As pieces often return to the same squares from which they moved, and other pieces and Pawns frequently occupy those squares, and those to which the lines may be drawn, it appears to us that unless a separate diagram were devoted to each piece, such a complication of lines would occur as to make any confusion that exists in the present systems of notation only worse confounded.

We are informed that by the time this number is in the hands of our readers, the Counties' and Craigside Chess Tournament, at the Craigside Hydro., Llandudno, will be in full swing. The events are :—(1) Craigside Championship Cup Tournament, (open to all previous holders of the Craigside Cup). Prizes—£8 8s., £6 6s., and £4 4s. (2) First-class

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Tournament. Prizes—£8 8s., £6 6s., and £4 4s. (3) Second-class Tournament, £5 5s., £3 10s., and £2 2s. (4) Handicaps will be arranged during the week. The prizes may be increased at the discretion of the Committee. Players staying at the Hydro will be entertained at a reduced tariff, and we understand that Mr. Jas. Lister, J.P. Liverpool Club, and Vice-President Northern Counties Chess Union, has accepted the position of President during the meeting.

Chess in Paris.—The committee of the Association Française des Echecs invited, on the 22nd December last, the members and friends of the Association to a lunch, given on the occasion of the taking possession of the new club premises at the Café du Pont de Fer, 14, Boulevard Poissoniuère. This will be the annexe of the club, as the headquarters are now situated at the Café Furquetil, 84, Boulevard St. Germain. The president, Dr. Maurat, invites all members of English and American clubs when passing through Paris to come to the above address, where they can always be sure of a game. The Cercle Philidor of the Café du Globe, Boulevard de Strasbourg will commence its annual Handicap Tournament on the 5th January, 1901, there will be eight prizes, the first being 100 frs., and it will be conducted on the knock-out system.

At the forthcoming Masters' Tournament at Monte Carlo, in February, the first prize will be 5000 frs., the second 3500 frs., the third 2000 frs., the fourth 1000 frs., the fifth 800 frs., and the sixth 500 frs. Some adverse comments have been made on the large difference of value between several of the prizes, for according to the above list, half a point may decide whether a competitor shall win or lose 1500 frs. Indeed it may be only $\frac{1}{4}$ of a point, if the scheme for scoring proposed by the champion is adopted. His proposal is that a drawn game shall count only $\frac{1}{4}$ to each player, and that on being played again it shall count only $\frac{1}{2}$ to the winner. As each will retain the score in the first game, the winner will be credited with only $\frac{3}{4}$ of a point for a game drawn and a game won, but his opponent for one drawn and one lost will be only half a point behind him. Should the second game be also drawn, another $\frac{1}{4}$ of a point will be added to each player's score. A better scheme, we think, is that drawn games should not be played again, or count at all, for thereby the better player will be sufficiently penalised, and why should the inferior one run the risk of losing his advantage in preventing his opponent from scoring by having to encounter him a second time? Baron Rothschild will give a prize of 500 frs. for the best game, and Prof. Rice will give 250 frs. for the most brilliant game. 1500 frs. are set aside from the funds towards paying the expenses of non-prize winners.

Norwich.—It is with great pleasure that we announce that the Norfolk and Norwich Club (one of the oldest clubs in the Kingdom, it was in full activity so far back as 1840), has become possessed of private rooms, which have been acquired by the committee and furnished solely for the use of the members. The premises are in Dore Street, Norwich, and are situated

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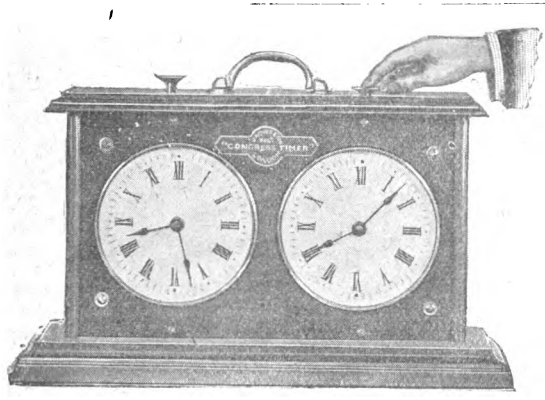
in the centre of the city, within easy distance of all tramway routes, easily accessible to all members, and free from the noise of traffic. The rooms can on special occasions be made into one large one. They are handsomely furnished and embrace all the conveniences of a private club—a great attraction to members stopping in the city all day. One room is set apart for non-smokers, and light refreshments can always be obtained. The committee has also already, through the generosity of some of the members, a good nucleus of a chess library. No game but the royal one will be allowed. The change from the old regime of hotel and café accommodation which is the usual fate of chess clubs is very marked, and is already attracting large numbers of new members, the muster being now over 70.

On November 28th, the President (Dr. Crook) celebrated the opening of the new rooms by giving a reception to the players of the district, and invited Dr. E. Lasker to give a simultaneous display for their entertainment. The rooms during the evening presented an animated appearance, crowded with players from all parts of East Anglia to witness the struggle between the champion of the world and twenty of the strongest players of Norfolk. Dr. Lasker lost to Messrs. J. Keeble, S. D. Caws, and A. T. Nicholls; drew with Messrs. Rivett and Shakespeare, and won the remaining 15 games..



A NEW CHESS CLOCK.—We have pleasure in directing the attention of club secretaries to the New "Congress" Chess Timing Clock recently put on the market by Messrs. Jaques & Son, Limited, 102, Hatton Garden, London. The sample received by us has been subjected to careful practical tests, and the results proved satisfactory in every way. The chief feature of the "congress" clock is that it has only one set of works, an important factor which guarantees uniform time-recording against both players. This is a marked improvement on all previous chess clocks, which were wrong in principle in having two sets of works. The "congress" is an accurate time-keeper. The mechanism which admits of the works operating on the respective dials is simple, effective, and reliable, and not likely to get out of order. The advantage of one set of works only is too obvious to need comment, as every match secretary knows the drawback to the system in vogue of stopping a clock by checking its hair-spring; this is now obviated entirely. The whole is contained in a mahogany case, with buttons on the top, by the use of which a player can stop the action of his own recording dial, and at the same time set that of his opponent in motion. The price is 21/-, which need

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not prove prohibitive in cases of special chess tournaments and matches, as we are informed that Messrs. Jaques & Son contemplate making arrangements for lending out clocks on hire. We must not omit to mention that for an extra payment of 3/- the clock is supplied with a simple arrangement for stopping and starting the action of either dials at any time. Quite apart from its excellent merits as a chess time recorder, we have proved the "congress" to be a most accurate ordinary time-keeper.

Chess in Scotland.—The chess memorials, which are being subscribed by the chess players of Scotland in memory of the late Sheriff Spens, now amount in all to about £250. Of this sum about £140 have been subscribed to the Glasgow Chess Club Memorial by the members of that club, and about £110 have been subscribed by Scottish chess players generally to the National Memorial. The Glasgow Club will invest the funds and provide from the interest an annual gold medal, with the medallion of the late Sheriff, besides other prizes in connection with the club competitions. It is not yet decided what form the National Memorial will take, and several suggestions have been put forward, amongst others a Cup for competition amongst the Junior Clubs, a Cup for the East West Match, and prizes in connection with the 'Richardson' Cup. The matter, however, will be considered at a meeting of the committee in January.

The 'Richardson' Cup Competitions are now in full swing, and so far the Glasgow Club has defeated Falkirk by 4 to 1, and Dundee by $3\frac{1}{2}$ to $1\frac{1}{2}$. The Glasgow men consider themselves fortunate in emerging from the Dundee contest so favourably, as the Dundee Club held the Cup the first year, while the Glasgow men won last year. The 'Burns' Club has defeated the Queens Park Club by $3\frac{1}{2}$ to $1\frac{1}{2}$ in the same competition.

We may explain that the 'Richardson' Cup is competed for by the various chess clubs of Scotland on the 'knock out' principle. It is a handsome trophy, costing probably £50 or £60, and presented for competition by Mr. J. B. Richardson of Stirling, who is well known for his great generosity in connection with everything pertaining to Scottish chess. The chief clubs now left in the competition are Edinburgh, 'Burns,' and Glasgow. 'Burns' and Edinburgh have to meet, and the survivor will probably have to face Glasgow.

The hon. secretary of the Glasgow Club, Mr. P. B. M. Roberts, who has filled the office with much acceptance to the members, is leaving the city, and the club will therefore be deprived of his services. Mr. Thomas McGrouther has been appointed secretary in his place.

Edinburgh beat Aberdeen by 3 to 2, H. L. Forbes, of Aberdeen, creating a sensation by beating Mr. D. Y. Mills.

In the tie, Stirling and Portobello, each won two games, and one game has been left unfinished in favour of Portobello player.

NORTHERN COUNTIES CHESS UNION.—Mr. Amos Burn, president N.C.C.U., presided at a meeting of the Executive, which was held in Manchester, on December 19th, to ballot the order of play in the Northern Counties Inter-County Trophy Contest, for which Lancashire, Yorkshire, Cheshire, and Cumberland had entered. The draw resulted as follows:—

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A - YORKSHIRE *v.* CUMBERLAND, to be played in Yorkshire.
B - CHESHIRE *v.* LANCASHIRE, to be played in Cheshire.

FINAL ROUND.

Winner of A *v.* B, to be played in Yorkshire or Cumberland.

The teams *may* consist of any number from 15 to 30 a-side, but in case of failure to arrive at a mutual understanding the teams *must* consist of 15 players on each side. Duration of play not less than four hours if necessary. Time-limit 20 moves an hour. The first round must be completed on or before February 1st, and the final on or before March 31st. In case of failure to mutually agree upon dates, the official dates for play are January 19th and March 23rd respectively. The county being visited must provide all chess material required.

The Executive also decided to institute a contest for the individual championship of the Northern Counties. The players eligible to take part in the contest are Dr. Shaw, winner of the Lancashire championship; Mr. Hugh Doyle, Cumberland champion; and the winner of the Yorkshire championship, which is now in the final stage, and rests between Messrs. Musgrove (Leeds), Atkinson (Hull), and Wright (Wakefield). In addition to the competitors from Yorkshire, Lancashire, and Cumberland, accredited representatives of Northumberland, Durham, and Lincolnshire will be asked to nominate one player to represent their county in the contest. The choice of player to represent Cheshire will rest with the Chess Association of that county, and it has been suggested that a player of East Cheshire should play a short match against one from West Cheshire, to decide which of the two shall enter the Major competition; and a similar plan might, we think, be adopted with advantage in the case of Durham County. The Newcastle Club will be asked to nominate the representative for Northumberland. It is intended to have the arrangements for play, &c., completed by January 23rd, and the whole tournament, which will be played on the retire-after-defeat system, finished before the annual meeting of the Union, on April 27th. Prizes value £4 4s. and £2 2s. will be given. Arrangements will also shortly be made to give encouragement to correspondence play among the players in the Union.

LONDON CHESS.—The London season has so far been a busy one.

At the Ladies' Chess Club some interesting events have occurred during the month. On the 1st December, Dr. Lasker and Herr Maróczy paid a visit to the club and played 23 Ladies simultaneously, the two Masters moving alternately at each board without, however, consulting. The Ladies did badly, the score of the two Masters being won 21, drawn 2, and lost 0. The drawn games were obtained by Miss Wilkins and Miss Read. On the 15th, Mr. Teichmann delivered a lecture on "End-game Play." Mrs. Hussey has won the silver cup presented to the club by Mrs. Rose Johnson.

The North London Club has been very successful in first-class match play so far this season, having won 7 matches out of 7 played.

Battersea Chess Club.—The social side of this club was catered for on December 8th, when a successful Supper and Smoking Concert were held

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at the club house, "The Railway Tavern," Battersea Rise, S.W. The chair was taken by Mr. W. P. Plummer (vice-president), supported by Messrs. F. Barrow and J. B. Mahony (vice presidents). The Surrey Trophy was on view, and one of the toasts of the evening was "The Surrey Trophy Team." A lengthy and varied programme—28 items—arranged by the chairman, gave great enjoyment to the members, who shewed that they appreciated good music as well as good chess. On December 4th, Battersea beat Brixton by 10 to 2 in the Surrey Trophy Contest.

The Kennington Chess Club now meets at the "Cable" Restaurant, 8, Brixton Road, London, S.W., on each Friday evening. The secretary, Mr. A. W. Nott, will be glad to receive names of gentlemen in the locality desirous of availing themselves of the advantages of a chess club.

On the 15th December, a friendly match was played between East London and Hampstead, the former winning by $5\frac{1}{2}$ to $4\frac{1}{2}$.

Chess of late at Simpson's has only been in a somewhat languishing condition, but an attempt has been made to throw more life into it, and accordingly a Tournament has been arranged, the competitors being Messrs. Lee, Mortimer, Müller, Teichmann, and Van Vliet. Play began Dec. 10th

RESULTS OF LEAGUE MATCHES.

"A" DIVISION.

November	28	Athenæum	11	...	...	Metropolitan	9.
,,	28	Insurance	$14\frac{1}{2}$	...	...	East London	$5\frac{1}{2}$.
,,	28	North London	$13\frac{1}{2}$	...	...	Hampstead	$3\frac{1}{2}$.
		Hampstead was three players short.					
,,	28	Battersea	$15\frac{1}{2}$	...	...	Lee	$4\frac{1}{2}$.
December	3	North London	$16\frac{1}{2}$	...	...	Lee	$3\frac{1}{2}$.
,,	5	Lud-Eagle	$11\frac{1}{2}$	...	...	Athenæum	$8\frac{1}{2}$.
,,	6	Metropolitan	$14\frac{1}{2}$	...	..	East London	$5\frac{1}{2}$.
,,	10	Hampstead	$9\frac{1}{2}$	...	...	Insurance	*$9\frac{1}{2}$.
		* One game for adjudication.					
,,	11	Athenæum	$10\frac{1}{2}$	...	...	West London	*5.
		* Four games left unfinished.					
,,	13	Lud-Eagle	$13\frac{1}{2}$	...	...	Battersea	$6\frac{1}{2}$.

The two following games were contested in the Correspondence Match now proceeding between the Northern *v.* Southern Chess Unions. We extract the Notes from the *Liverpool Weekly Mercury*.

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GAME No. 1,969.

Queen's Gambit Declined.

NOTES BY A. BURN AND W. H. GUNSTON.

	WHITE. Mr. A. BURN. *North.*	BLACK. Mr. W. H. GUNSTON. *South.*
1	P—Q 4	P—Q 4
2	P—Q B 4	P—K 3
3	Kt—Q B 3	Kt—K B 3
4	B—Kt 5	B—K 2
5	P—K 3	Castles
6	Kt—B 3	Q Kt—Q 2
7	B—Q 3	

R—B sq is often played here, the best reply being 7..., P—B 3.

7 P—Q Kt 3

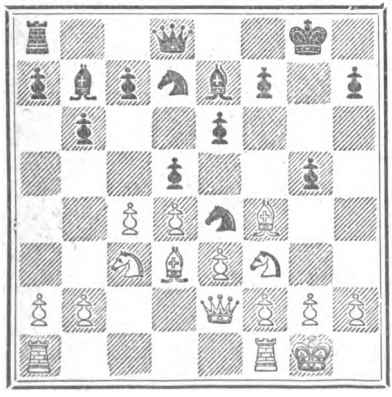
.....Black can also play 7..., P—Q R 3, intending to follow, if White Castles, with 8..., P × P; 9 B × P, P—Q Kt 4; 10 B—Kt 3, B—Kt 2.

8	Castles	B—Kt 2
9	Q—K 2	Kt—K 5
10	B—B 4	P—K Kt 4

Position after Black's 10th move :—

P—K Kt 4.

BLACK (MR. BURN).



WHITE (MR. GUNSTON).

11 B—Kt 3

White can force a draw here with 11 B × Kt, P × K B; 12 Kt × Kt P, B × Kt; 13 Q—Kt 4, P—K R 3; 14 P—K R 4, Kt—K B 3; 15 Q—Kt 3, Kt—R 4; 16 Q—Kt 4, Kt—B 3; for unless Black repeats his moves he would probably lose.

11 P—K B 4

12	P—K R 3	Kt × B

..... It is very doubtful whether this is Black's best move. Perhaps 12. , P—B 4 would be stronger; it certainly appears to give Black the superior position.

13	P × Kt	B—Q 3
14	P × P	P × P
15	Kt—Q 2	

Counter attack is White's only salvation. If he attempts to defend the K Kt P he is lost.

15 Q—K 2

.....If instead of this move Black plays 15..., B × P, White will obtain a decided superiority of position with 16 R × P, R × R; 17 B × R, Kt—B 3; 18 Q—B 3, B—Q 3; 19 B—K 6 ch, K—R sq; 20 R—K B sq, B—K 2; 21 Q—B 5, and it is difficult to see how Black can save the game.

16	B × P	B × P
17	P—K 4	

Possibly 17 Q—B 3 would have been stronger. The reply would have been 17 B—B 5; 18 Kt × P, Q—Q 3; 19 P × B (if 18..., Q—B 2; 19 B—K 4). White wins a Pawn, but the issue seems very doubtful. White thought that the text move would give him the superior game.

17 B—B 5

.....Apparently the only move, for if 17 P × P; 18 K Kt × P, B—Q 3; 19 Kt × B, Q × Kt; 20 Q—K 6, and wins. Black deliberately gave up the two pieces for the Rook in the conviction that he would obtain an advantage

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in position, which would be a full compensation.

18	R × B	18 P × R
19	Q—Kt 4 ch	19 K—R sq
20	B × Kt	20 P × P
21	K Kt × P	21 Q R—Q sq

.....Better than B × Kt, which would be followed by 22 R—K sq, Q R—Q sq; 23 B—B 6, with the better game.

22	B—B 5	22 R × P
23	R—K sq	

Although a piece ahead, White's position is not at all a happy one. Black threatens P—B 6 and R × Kt. If, for instance, White plays 23 Q × P instead of R—K sq, Black replies 23 R × Kt; 24 Kt × R, B × Kt; 25 Q × B, Q—B 4 ch; 26 K—R sq, Q × B, with at least an even game.

23 P—Kt 4

.....An excellent move, which gives Black a very strong attack. White cannot take the Pawn with Kt, on account of the reply R—Q 4, win, ning a piece. Instead of the text move Black could have recovered the two pieces for the Rook, but would have come out with a slightly inferior game, *e.g.*, 23 .., Q—K 4; 24 B × P, P—B 6; 25 P × P, R—Q 7; 26 Kt—K 2, B × Kt; 27 B × B, R—Kt sq; 28 B—Kt 6, R × B; 29 Q × R, R × Kt; 30 R × R, Q × R; 31 Q—R 6 ch, and White is a Pawn ahead with winning chances, but it would be difficult to avoid the draw by perpetual check.

24 Q × P

It is curious that this move, which brings another piece to the defence of the Kt at K 4, nevertheless enables the piece to be won at once. Black, however, would still come out with a slight disadvantage in position, *e.g.*, 24 Q × P, R × Kt; 25 R × R (best), Q—B 4 ch; 26 Q—K 3, R × B (if 26..., Q × B; 27 R—K Kt 4 gives White the better position); 27 P—Q Kt 4, and Black must exchange Queens, after which it is difficult to defend his Pawns on the Queen's wing.

24 P—Kt 5

25 Q—B 2

Position after White's 25th move :—

Q—B 2.

BLACK (MR. GUNSTON).

WHITE (MR. BURN).

25 Q—Q sq

.....Had Black now played 25..., Q—Kt 2, it is difficult to find anything better for White than 26 Kt—K Kt 5, P × Kt; 27 Kt—B 7 ch (not 27 Kt—K 6, as Black would then win with 29..., R × B). If Black takes the Kt, White obtains the better game, *e.g.*, 27..., Q × Kt; 28 Q × R ch, Q—B 3; 29 Q × Q, R × Q; 30 R—K 8 ch, K—Kt 2; 31 R—K 7 ch, K—B sq; 32 R × B P. If, however, Black moves 27..., K—Kt sq, White's best move appears to be 28 R—K 7. To this Black has three very strong replies, *viz.*, R—Q 3, R—Q 7, and P—B 7. Taking the last, suppose 28..., P—B 7; 29 B × P, R—K B 5; 30 Kt—R 6 ch, Q × Kt; 31 Q—Kt 3 ch, K—R sq; 32 Q—B 3 ch, R (B 5) —B 3; 33 Q × P, and now at first sight it appears that Black, although a clear Rook ahead, cannot save the game, for if he checks at Q B 8 and again at K B 5, White exchanges Queens, followed by R × R P ch and K × B, remaining with Rook, Bishop, and four Pawns against two Rooks and one Pawn, which should win. Unfortunately for White, Black would not exchange Queens, but effect mate in four moves—a little problem which we leave your readers to solve for themselves.

26 Q—B 4

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White appears to have nothing better than to go back again.

26 Q—B 3

27 Q—K 3

It would evidently not pay to take the Queen.

27 Q—K 4

28 Kt—K 2 — 28 R × Kt
29 B × R — 29 Q × B
30 Q × Q — 30 B × Q

....White here offered a draw, which was accepted by Black.

Drawn game.

NOTE BY MR. BURN.—I can scarcely remember having ever played a game that was so exciting and so full of interesting combinations as this. Mr. Mason, in his notes to one of my games published in the *B.C.M.*, a Q P opening, calls it a "wooden opening," but my experience is that this opening nearly always results in highly complicated and interesting games.

GAME No. 1,970.

Ruy Lopez.

NOTES BY A. BURN AND W. H. GUNSTON.

WHITE. Mr. W. H. GUNSTON.	BLACK. Mr. A. BURN.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—Kt 5	3 Kt—B 3
4 Castles	4 Kt × P
5 P—Q 4	5 Kt—Q 3

.....Opinions are divided as to whether this is superior to the more usual B—K 2. Probably White ought to maintain a slight superiority of position in each case.

6 B × Kt	6 Q P × B
7 P × P	7 Kt—B 4
8 Q × Q ch	8 K × Q
9 Kt—B 3	

Better than checking with the Rook at once, as White will have the option of checking with either Rook later.

	9 P—K R 3
10 B—B 4	10 B—K 3
11 Q R—Q sq ch	11 K—B sq
12 P—Q Kt 3	

A weak move, the source of much trouble in the future. It would be better to play 12 P—K R 3, so as to be able to retreat the Bishop to R 2 if attacked.

	12 B—Kt 5
13 Kt—K 2	13 P—B 4

... .Black has taken immediate advantage of White's weak 12th move.

14 P—B 3	14 B—R 6
15 P—B 4	

It is useless to try to win the Bishop with 15 Kt—K sq and 16 Kt—B 2; as Black plays 15 .., P—B 5; 16 P—Q Kt 4, P—Q R 4, with the better game.

	15 P—Q R 4
16 Kt—B 3	16 P—R 5
17 Kt—Q 5	

If Kt × P, Black replies B × P!; but it is possible that Kt—Q Kt 5 is better than Kt—Q 5. Black would probably have replied 17..., P × P; 18 P × P, B—Kt 5; and White is under no disadvantage.

	17 P—K Kt 4
18 B—K 3	18 P—Kt 3
19 R—Kt sq	

Another weak move. It would be much better to play P—K R 3.

	19 K—Kt 2
20 K R—Q sq	20 K R—Q sq
21 P—K Kt 4	21 Kt × B

.....Black has now a won game, which he finishes off in fine style. There is no saving move for White, who has played a poor game.

22 Kt × Kt	22 R × R ch
23 R × R	23 B—Kt 7
24 K—B sq	24 P × P
25 P × P	25 R—R 6
26 R—Q 3	26 B – B 8
27 P—R 3	27 B × Kt
28 R × B	28 R × P
29 R × R	29 B × P ch
30 K—K sq	30 B × R
31 P—R 4	31 P × P
32 Kt × P	32 B—K 3
33 Resigns.	

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The two following games were played recently by Correspondence between the Hull Club and the West Hartlepool Club. The respective leading players were Mr. James Birks (West Hartlepool), and Mr. W. Atkinson (Hull).

GAME No. 1,971.

Queen's Gambit Declined.

NOTES BY JAMES BIRKS.

WHITE. HULL.	BLACK. WEST HARTLEPOOL.
1 P—Q 4	1 P—Q 4
2 P—Q B 4	2 P—K 3
3 Kt—Q B 3	3 Kt—K B 3
4 Kt—K B 3	4 Q Kt—Q 2
5 B—B 4	5 P—Q B 3

.....This variation was played because Black thought it gave the second player a strong Pawn position for the end-game, a position which this game tends to justify.

6 P—K 3	6 B—K 2
7 Q—B 2	7 Castles
8 P—B 5	

The cause of much subsequent trouble.

	8 P—Kt 3
9 P × P	9 P × P
10 B—Q 3	10 B—Kt 2
11 P—K Kt 4	

Questionable in view of the fact that White has no retreat for his Bishop.

	11 B—Q R 3
12 P—Kt 5	12 B × B
13 Q × B	13 Kt—R 4
14 Kt—K 2	14 P—K B 4
15 P × P *e.p.*	15 B × P
16 R—K Kt sq	16 P—B 4
17 Kt—Kt 5	17 B × Kt
18 B × B	18 Q Kt—B 3
19 P—Q R 3	

Some of the Hull players thought this was a serious mistake.

	19 P—B 5
20 Q—B 2	20 P—Q Kt 4
21 Kt—Kt 3	21 Q—Q 3
22 B × Kt	22 Kt × B
23 P—B 4	23 P—Kt 5
24 P—B 5	24 P—K 4
25 Q—Kt 2	25 R—B 2

.....As White threatens Kt—K 4.

26 Q—Q 2	26 P × R P
27 Q P × P	27 Q × P
28 R × P	28 R × R
29 P × R	29 Kt—Kt 5

.....Perhaps Q—R 8 ch, winning the Rook's Pawn, which was what Black played for, would have been safer. Black overlooked the force of 33 R—Q Kt sq, which breaks up his centre in all variations.

30 Q—Q 4	30 Q × K P ch

....Better than Kt × R P.

31 Q × Q	31 Kt × Q
32 K—Q 2	32 P—Q 5
33 R—Q Kt sq	33 P—K Kt 3
34 R—Kt 8 ch	

If instead of P × Kt P, R—B 7 ch wins.

	34 K—Kt 2
35 R—Q 8	35 Kt × P
36 Kt × Kt ch	36 R × Kt
37 R × P	37 R—B 7 ch
38 K—B 3	38 R × P
39 P—R 4	39 R—K B 7
40 K × P	40 P—R 4
41 P—R 5	41 P—Kt 4
42 P—R 6	42 P—R 5
43 R—Q 5	43 K—Kt 3
44 R—R 5	44 R—B sq
45 P—R 7	45 R—Q R sq
46 K—Q 3	46 P—R 6
47 R—R sq	47 P—R 7
48 R—K R sq	

If K—K 3, Black would still have played R × P.

	48 R × P
49 K—K 4	

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If K—K 3 instead, ..., R—R 6 ch; K—B 5, P—Kt 5, &c. Black here sent several winning variations, and White resigned. Of course after 49 R—B 2, if 50 R × P, P—Kt 5; 51 K—K 3, K—Kt 4; 52 R—B 2, R—K 2 ch; 53 K moves, P—Kt 6 &c.

49 R—K B 2
And wins.

REMARKS BY Mr. JAMES MASON.—Instead of the doubtful posting of his Queen at B 2, perhaps White would better advance 7 P—K R 3, in order to preserve his active Bishop, and in preparation for later attack on the King side, should such appear advisable. But his following 8 P—B 5 is surely questionable. In consequence, he is practically compelled to exchange; clearing the file for Black Rook, and othewise improving the adverse position. That is, the defence has more freedom, and more to work for, on the Queen side, than would be likely but for this important adventure of the Pawn. With 11 P—K Kt 4 complication begins in earnest. Of course Black might have anticipated this by at once proposing an exchange of Bishops,—but there was no necessity. White would scarcely dare to Castle Q R; and, with his King in the centre, this scheme of decisive attack should fare no better than indifferently—for White. It may be that here and there before the end he could go more for safety, *e.g.*, 19 P—Q R 3 simply reaches for trouble; but on the whole, as from this stage, his situation is precarious, and he is in reality the defending party. It *might* make make no difference, but 40 R × P would leave the King just as well able to deal with the Black Pawns,—and it would save a move with the Rook. The ending is very close; one of those in which nearly everything counts. Taken all in all, a well played and most interesting game; almost equally creditable to the loser as to the winner.

GAME No. 1,972.

Evans Gambit.

NOTES BY JAMES BIRKS.

WHITE. WEST HARTLEPOOL.	BLACK. HULL
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—B 4	3 B—B 4
4 P—Kt 4	4 B × P
5 P—Q B 3	5 B—B 4

.....B—R 4 is now more frequently played, and it says something for the chivalry of the Hull players that they accepted the Evans Gambit normal position.

6 P—Q 4	6 P × P
7 P × P	7 B—Kt 3
8 Castles	8 P—Q 3
9 P—Q 5	9 Kt—K 2

.....Kt—R 4 may be better, but in any case the defence is very difficult.

10 P—K 5	10 Kt—R 3
11 Kt—B 3	11 P × P
12 Kt × P	12 Q—Q 3

.....To prevent B × Kt and Kt × P.

13 B—B 4	

B—Kt 5 ch looks promising, but does not work out well.

	13 Q—K B 3
14 Q—Q 2	

Perhaps Q—B sq, leaving the Kt free, would have been better.

	14 B—R 4
15 Q R—B sq	15 Castles
16 K R—K sq	16 Kt—Kt 3
17 Kt × Kt	17 Q × Kt

.. ..Nothing else would do.

18 P—Q 6	18 P × P
19 B × P	19 B—R 6
20 B—K Kt 3	20 Q R—Q sq
21 Q—Kt 2	21 B—B sq
22 R—K 5	22 B × Kt
23 Q × B	23 Kt—Kt 5
24 R—K 7	24 Q—K B 3
25 Q—K sq	25 P—K R 4
26 B—Kt 3	26 Kt—R 3

.....As White threatens B—B 7 and R × B P.

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27	B—B 7	27 R—Q 6
28	R—K 8	28 B—K 3
29	R × R ch	29 K × R
30	Q—Kt 4 ch	30 Q—K 2
31	Q × P	31 P—Kt 4
32	Q—R 6	

Not Q × P until the Rook has been driven off.

		32 R—Q 7
33	Q × P	33 B × B
34	P × B	34 Q—K 7
35	Q—B 5 ch	35 Q—K 2
36	P—Q Kt 4	36 P—B 3
37	B—Kt 6	37 Kt—Kt 5
38	P—R 3	38 Kt—K 4

.....Of course if Kt × B P, Q × Q wins.

39	Q—Q B 3	39 Q—Q 2
40	P—Kt 5	40 R—Q 8 ch
41	R × R	41 Q × R ch
42	K—R 2	42 Kt—B 6 ch
43	Q × Kt	33 Q—Q 3 ch
44	P—Kt 3	44 Q × B
45	K—Kt 2	

Best. It will be seen that the problem in this very interesting end-game is, can White Queen the Pawn without giving Black the possession of the two long diagonals for his contemplated perpetual check.

		45 K—Kt 2
46	Q—B 6	46 Q—Q 5
47	P—Kt 6	47 P—R 5
48	P—Kt 4	48 K—Kt 3
49	P—Kt 7	49 Q—K 4
50	Q—B 2 ch	50 K—Kt 2
51	Q—K B 5	51 Q—K sq
52	Q—Kt sq	52 Q—Kt sq
53	Q—Kt 5	53 K—R 3
54	Q—B 6	54 Q—K 4
55	P Queens	55 Q × Q
56	Q × P ch	56 K—R 2
57	Q—B 7 ch	

Not Q × P at once, as that would only draw now, while this sweeps off all the opposing Pawns, and also secures a safe place for his King.

And Black resigned.

REMARKS BY MR. JAMES MASON.—This is a very interesting example of a species of *Evans* long out of favour. Of course the play of the Black Knights in the opening has its drawbacks, as suggested in the notes; but, for all that, a fairly good defence is made out, giving occasion for a stubborn battle. Whether or not White presses on too rapidly with his King Pawn is a question. Certain it is that the more tenacious 10 B—Kt 2 should be at least equally troublesome for his opponent, even though leading to play on more familiar lines. At his twenty-first move Black perhaps rightly decline an apparent brilliancy that would probably benefit him nothing. Thus: 21..., B × P; 22 K × B, Q—B 3+; 23 Kt—K 4,—and the threatening 24 B × P+, uncovering Rook on Queen, leaves him no time for gain. White begins to really take hold when he gets his Rook at the seventh. But it must be said Black's manœuvres with his Knight and Pawn about that time are open to objection. As a consequence, White soon acquires valuable material, and becomes all right for the ending. Finally, when the affair is reduced to Queens and Pawns, it looks as if Black would do better to further exchange; letting his Bishop Pawn go, that he might be rid of the dangerous one advancing on his Queen side. But, then, White would get the Rook Pawn as well; and the result would be beyond all question. After this there is no more to be said, the ultimate ending being decidedly in favour of White—difficult, no doubt, but to be won in due course.

We translate the following game from the *Sachovè Listy*, for December, 1900.

GAME No. 1,973.

Centre Gambit.

WHITE. M. J. VITÁCĚK.	BLACK. M. O. DURAS.		
1	P—K 4	1 P—K 4	
2	P—Q 4	2 P × P	
3	Q × P	3 Kt—Q B 3	
4	Q—K 3	4 P—Q 3	
5	Kt—Q B 3	5 B—K 2	
6	B—Q 2	6 P—K B 4	

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7	Castles	7 Kt—B 3
8	P—K R 3	8 P × P
9	Kt × P	9 Kt × Kt
10	Q × Kt	10 Castles
11	B—Q 3	11 P—K Kt 3
12	P—K Kt 4	12 B—B 3
13	P—K B 4	13 R—K sq
14	Q—B 3	14 Kt—Q 5
15	Q—Kt 3	15 B—K 3
16	P—B 5	16 B × Q R P
17	P × P	17 P × P
18	P—Kt 5	18 B—R sq
19	B × P	19 R—K 7
20	Q—R 4	20 Q—K 2
21	Q—R 6	21 R—K B sq
22	B—Q B 3	

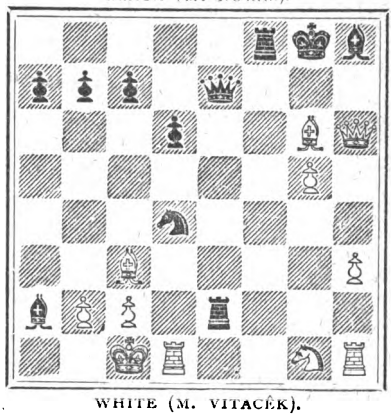
See Diagram

		22 Q—K 6 ch
23	B—Q 2	23 Q × B ! !
24	R × Q	24 R—B 8 ch
25	R—Q sq	25 Kt—Kt 6 ch
26	P × Kt	26 B × Kt P mate.

Position after White's 22nd move :—

B—Q B 3.

BLACK (M. DURAS).



WHITE (M. VITACEK).

GAME No. 1,974.

The following game was contested on November 23rd, 1900, in the current Tournament at the New Orleans Chess Club. We are indebted to the local *Times-Democrat* for the score and the notes, the latter being full of instruction to the young student of this particular opening.

Scotch Gambit.

WHITE. Mr. D. C. MELLEN. (Class II.)		BLACK. Prof. V. BRENT. (Class I.)
1	P—K 4	1 P—K 4
2	Kt—K B 3	2 Kt—Q B 3
3	P—Q 4	3 P × P
4	B—Q B 4	

This is the older form of attack in this opening, and while 4 Kt × P is now and has been for a considerable time past White's favourite continuation, the analysts have even yet failed to indicate any vital objection to the text-play.

4 Q—B 3

.....4..., B—B 4 is emphatically Black's best response here. The annotators of Freeborough's *Chess Openings A. & M.* remark of the text-move, "4..., Q—B 3 is obsolete ; White Castles, and shortly obtains the advantage." The object of 4..., Q—B 3, which initiates a sound defence where White plays 4 Kt × P, is to bring a double attack on the adverse K Kt by B—Q B 4. That is impossible in the text-continuation, and hence we should call 4..., Q—B 3 in this instance a bad move; in fact, this little *partie* demonstrated that thesis.

5	Castles !	5 B—B 4
6	P—K 5	6 Q—Q sq

.....6..., Q—K Kt 3 was at least less objectionable. Of course, he could not play 6..., Kt × P, because of 7 Kt × Kt !, when if 7..., Q × Kt ; 8 R—K sq !, winning Q.

7	Kt—Kt 5	7 Kt—K R 3
8	Q—R 5	8 Castles

.....Black's game, already very constrained, is, we believe, lost beyond the peradventure by this. 8..., Kt × K P, whereafter if 9 R—K sq,

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P—Q 3, &c., while far from satisfactory, offers a little more resource.

9 Kt × R P!

The *coupe juste*! As sound as it is pretty.

9 K × Kt

.....If, instead, 9..., R—K sq, then 10 Kt—B 6 ch, P × Kt; 11 Q—Kt 6 ch, K—B sq; 12 B × Kt ch, K—K 2; 13 Q × B P (B 3) mate. 11..., K—R sq is equally bad.

10 B—Q 3 ch! 10 K—Kt sq

11 B × Kt 11 P × B

.....He really had little or nothing better; but query, did Black here miscalculate that White had only a perpetual check?

12 Q × R P 12 R—K sq
13 B—R 7 ch 13 K—R sq
14 B—Kt6dis.ch 14 K—Kt sq
15 Q—R 7 ch

And Black resigns.

A very neat finish indeed.

GAME No. 1,975.

Played in the Championship Tournament of the City of London Chess Club, 6th November, 1900.

King's Gambit Declined.

NOTES BY R. TEICHMANN.

WHITE.	BLACK.
Mr. H. W. TRENCHARD.	Mr. H. JACOBS.
1 P—K 4	1 P—K 4
2 P—K B 4	2 B—B 4

.....The right way to decline the King's Gambit is P—Q 4. The move adopted gives White at least an even game, whilst the continuation P—Q 4 seems to be in Black's favour.

3 Kt—K B 3 3 Kt—Q B 3

.....This is, of course, a blunder, which should lose the game at once, viz., 4 P × P, Kt × P (P—Q 3, P × P, and White should be able to defend any attack successfully with a Pawn ahead); 5 Kt × Kt, Q—R 5 ch; 6 P—Kt 3, Q × P ch; 7 Q—K 2, Q × R; 8 P—Q 4 !, B—K 2 (best); 9 Kt—B 3, followed by Q Kt—Q 2, &c., ultimately winning the Black Queen.

4 Kt—B 3 4 P—Q 3
5 B—Kt 5 5 B—K Kt 5
6 Kt—Q R 4

The proper continuation of White's last move (B—Kt 5) would be B × Kt ch, P × B; 7 P × P, P × P; 8 Q—K 2 or P—Q 3, with a good game.

6 B—Kt 3
7 Kt × B 7 R P × Kt
8 Castles 8 Kt—K 2
9 P—B 3

The advance of the Q P to the fourth seems now to be out of place, and leaves White with weak centre Pawns; simply P—Q 3 should have been played, followed by P—K R 3.

9 Castles
10 P—Q 4 10 P × Q P
11 P × P 11 P—B 4
12 Q—Kt 3 ch

This check does not improve matters. The continuation P—K 5, P × P; 13 Q P × P would still have left White with fair prospects.

12 K—R sq
13 B × Kt 13 Kt × B
14 P—Q 5 14 P × P
15 P × Kt 15 P × Kt
16 P × Kt P

P × B P, B—B sq, and if P × P, B × P does not look promising, as Black would have the B very strongly posted.

16 P × P
17 R—K sq 17 R—Q Kt sq
18 Q—Q 5 18 B—R 6
19 B—Q 2 19 Q—Q 2
20 B—B 3 20 P—B 3
21 Q—K Kt 5 21 Q R × P
22 R—K 3 22 P—Q 4

.....Here Q—B 4 at once would have been better; but it is doubtful whether Black even then

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would have been able to turn his majority of Pawns to account. It appears, in fact, that the whole combination initiated with the 14th move of Black, was faulty, and that the following simple continuation then would have been better: 14..., B × Kt; 15 Q × B (best), P × P, followed by Kt—K 2, &c.

23	Q R—K sq	23 Q—B 4
24	R × B	24 Q × R
25	R—K 7	

See Diagram.

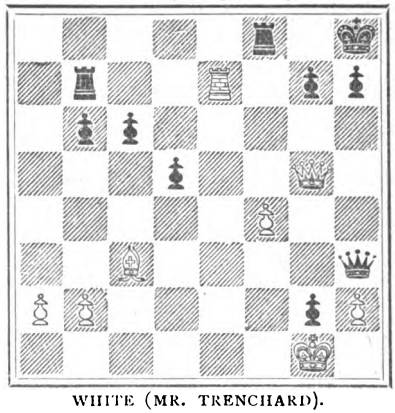
25 Drawn game.

Black cannot avoid the draw, viz., 25..., R × R; 26 Q × R, R—Kt sq; 27 B × P ch, R × B; 28 Q—B 8 ch and Q—B 6 ch, drawing by perpetual check.

Position after White's 25th move:—

R—K 7.

BLACK (MR. JACOBS).



WHITE (MR. TRENCHARD).

GAME No. 1,976.

Played in "Hobbies" 1900 Correspondence Tourney, between Hugh Doyle, of Egremont, Cumberland, and Hy. Perkins, of Manchester.

Petroff's Defence.

NOTES BY H. DOYLE.

	WHITE. Mr. H. PERKINS.	BLACK. Mr. H. DOYLE.
1	P—K 4	1 P—K 4
2	Kt—K B 3	2 Kt—K B 3
3	Kt × P	

Steinitz preferred 3 P—Q 4.

		3 P—Q 3
4	Kt—K B 3	4 Kt × P
5	P—Q 4	5 P—Q 4
6	B—Q 3	6 Kt—Q B 3

.....Steinitz in his *Modern Chess Instructor* gives 6..., B—K 2 as best, and he goes on to say that "as the Q P is the usual mark of White's attack in this form of opening, it is better to keep the Q file open in order to provide an additional defence and eventually a counter attack against the adverse Q P, which generally becomes isolated."

7	Castles	7 B—K 2
8	P—B 4	

If 8 R—K sq, Steinitz gives Kt—Q 3; 9 Kt—B 3, B—K 3; 10 Kt—K 2, Castles; 11 Kt—B 4, Q—B sq; 12 P—B 3; but *Chess Openings*, quoting *Handbuch*, gives in reply to 8 R—K sq, B—K Kt 5; 9 B × Kt, P × B; 10 R × P, B × Kt; 11 Q × B, Kt × P.

8 B—K Kt 5

.....Black might also play 8..., B—K 3, to which 9 R—K sq is given by Steinitz as White's best reply.

9 Kt—B 3 9 Kt—B 3

.....If 9..., Kt × Kt; then 10 P × Kt, Castles (*Chess Openings* give 10..., P × P; 11 B—K 4!, Q—Q 3; 12 Q—R 4, Castles; 13 Q × B P, B × Kt; 14 B × B, Kt—Q sq; 15 P—Q R 4); 11 R—Kt sq, R—Kt sq (if 11..., P—Q Kt 3, the answer 12 R—K sq is still stronger, as it threatens P × P, followed by B—K 4); 12 R—K sq, B—K 3 (if 12..., R—K sq, then 13 P × P, Q × P; 14 Q B—K B 4, Q—Q sq; 15 P—Q 5, Kt—R 4; 16 K B—Q Kt 5+); 13 Q—B 2+.—Steinitz, *M.C.I. Chess Openings* say the move in the text is better than 9..., Kt × Kt, the latter move seems needlessly to strengthen White's centre. Ranken says if 9..., B × Kt, then 10 Q × B, Kt × Q P; 11 Q—Kt 4. In a game

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between Anderssen and A. Fritz, played in the Frankfort Tourney, 1878, after 8..., B × Kt, White continued with 10 P × B, Kt—B 3; 11 B—K 3, Kt—Q Kt 5; 12 B—K 2, P × P, &c. The *Chess Monthly* suggested 12..., Q—Q 2 instead of the capture.

10	B—K 2	10 Castles
11	B—K 3	11 P × P
12	B × P	12 B—Q 3
13	B—K 2	13 P—K R 3

....A similar position occurs in a game Judd, Sellmann, and Ware against Delmar, Moehle, and Gundry, only that, in the present instance, Black has gained a move owing to the double retreat of the Bishop to K 2; *e.g.*, 1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—K B 3; 3 Kt × P, P—Q 3; 4 Kt—B 3, Kt × P; 5 P—Q 4, P—Q 4; 6 B—Q 3, Kt—K B 3; 7 Castles, B—K 2; 8 P—B 4, P × P; 9 B × P, Castles; 10 Kt—B 3, B—K Kt 5; 11 B—K 3, Q Kt—B 3; 12 B—K 2, B—K 2, P—K R 3; 13 Q R—B sq, P—Q R 3; 14 P—Q R 3, B—Q 3 (Steinitz, *M.C.I.*, p. 136).

14	Kt—Q Kt 5	

14 R—Q B sq, taking command of the open file, is preferable.

		14 P—Q R 3

.....14..., Kt—Q 4 is certainly better.

15	Kt × B	15 Q × Kt
16	P—K R 3	16 B—K 3
17	Q—Q 2	17 Kt—K 5

.....17..., Kt—Q 4 should have been played; White dare not sacrifice the Bishop, *e.g.*, 18 B × K R P, P × B; 19 Q × P, Q—B 5, &c.

18	Q—B sq	18 B—Q 4
19	B—K B 4	19 Q—K 3
20	R—K sq	20 P—K B 4

See Diagram.

21	B × Q B P	

The cause of all his subsequent troubles. If 21 B—Q 3, then Kt—Kt 5, not Q—Kt 3, for then White would play 22 B—B 4, with a good game. If 21 P—Q R 3 or P—Q Kt 3, Black might play Q—B 2.

		21 Q R—B sq
22	Q—K B 4	22 P—K Kt 4
23	Q—R 2	23 P—B 5
24	B—K 5	24 Kt—Q Kt 5
25	B—Q sq	25 Kt—B 7
26	B × Kt	26 R × B
27	R—K B sq	27 Q—Q B 3
28	P—Q Kt 3	28 Kt—B 6
29	Q—R sq	

If 29 Kt—K sq, then Kt—K 7 ch; 30 K—R sq, R—B 8 (if 30..., P—B 6; not 31 Kt × P, for then B × Kt; 32 P × B, K R × P !, but 31 P—K Kt 4); 31 R × R (best), Q × R; 32 P—K R 4, P—Kt 5; 33 P—R 5, P—B 6; 34 P—Kt 3, R—B 4; 35 Q—R 4, Q—Kt 4, &c.

		29 Kt—K 7 ch
30	K—R 2	30 P—Kt 5
31	P × P	

If 31 Kt—K sq, then Q—K Kt 3; if 31 Kt—R 4, then Q—K 3, threatening Q × B, &c.

		31 Q—K Kt 3
32	Kt—Kt sq	

If 32 K—R 3, B—K 3, &c.

		32 Kt—Q B 6
33	P—B 3	

Bad; but has he anything better; if 33 Q R—B sq, then Kt × P, &c.

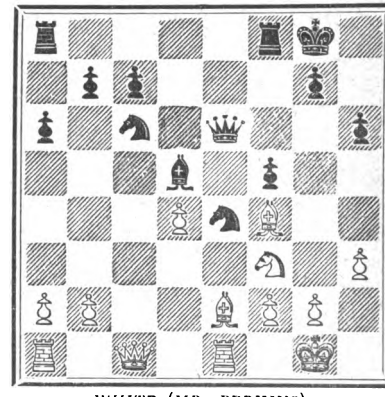
		33 P—K R 4
34	Kt—R 3	34 P × P
35	Kt × P	35 R × Kt
36	Resigns.	

If 36 B × R, then Kt—K 7; 37 P—Kt 3, Q—R 4 ch; 38 K—Kt 2, Kt × B ch and dis. ch; 39 K—Kt sq, Kt—R 6 ch; 40 Q × Kt, Q × Q; 41 R—B 2, Q × P ch; 42 K—R sq, B × P ch; 43 R × B, Q—Kt 7 mate.

Position after Black's 20th move:—

P—K B 4.

BLACK (MR. DOYLE).



WHITE (MR. PERKINS).

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GAME No. 1,977.

Played in the Championship Tournament of the City of London Chess Club. *King's Bishop's Gambit.*

NOTES BY R. TEICHMANN.

	WHITE. Mr. H JACOBS.	BLACK. Mr. H. S. BARLOW.
1	P—K 4	P—K 4
2	P—K B 4	P × P
3	B—B 4	Q—R 5 ch
4	K—B sq	P—Q 4
5	B × P	P—K Kt 4
6	Kt—Q B 3	B—Kt 2
7	Kt—B 3	Q—R 4
8	P—Q 4	Kt—K 2
9	P—K R 4	P—K R 3
10	K—Kt sq	Q—Kt 3
11	B—B 4	

So far the usual book moves have been played. White's move at this juncture is not new, though Q—Q 3 is more commonly played. But it seems, anyway, that White, in this position, has scarcely an attack sufficient to compensate for the somewhat precarious position of his King, and for Black's strong array of Pawns on the King's side.

		11 B—Kt 5

.....The correct play at this stage would be Q Kt—B 3, and if Kt—Kt 5, Castles with a good game.

12	Kt—Kt 5	12 Kt—R 3
13	B—Q 3	13 Castles Q R
14	P—Q B 3	14 P—Q B 3

.....This move involves Black in serious difficulties. K—Kt sq was a necessary precaution at this point.

15	P—K 5	15 Q—K 3
16	Kt—Q 6 ch	16 K—B 2
17	Q—Kt 3	17 R—Q Kt sq

.....Q × Q would lose at least a Pawn.

18	P × P	18 B × Kt
19	P × B	19 P × P
20	R × R	20 B × R
21	Q × Q	21 P × Q
22	Kt—B 7	22 R—Kt sq
23	B × Kt	23 P × B
24	Kt—R 6	

White has now by far the best of the end-game, and should win with correct play. Still it seems that on his 22nd move he would have done much better to play Kt—K 4, in order to answer R—K Kt sq with Kt—B 5, winning a Pawn and preventing the breaking up of his Centre Pawns by Black's P—Q B 4.

		24 R—K B sq
25	B—Q 2	25 P—B 4
26	K—Kt 2	

K—B 2 would apparently have been better.

		26 R—Q Kt sq
27	P—Kt 3	27 Kt—B 3
28	Kt—B 7	28 P × P
29	P × P	29 Kt × P
30	R—R sq	30 B—Kt 2
31	R—R 7	31 Kt—B 4
32	Kt × P	32 K—Q 2
33	B × P	33 R—Q B sq
34	R—R 2	

Very timid play, which might have resulted in a drawn game. Kt—K 4, followed by Kt—Q 6, would have won for White by force.

		34 B—R 3
35	K—R 3	35 R—B 6

.....Here it would seem that B × Kt; 36 B × B, R—R sq ch; 37 K—Kt 2, R × R ch; 38 K × R, K—B 3, followed by K—Q 4, would have enabled Black to draw.

36	K—Kt 4	36 B—Kt 2
37	R—Q 2 ch	37 K—K 2
38	Kt—K 4	38 R—B sq
39	Kt—Q 6	39 Kt × Kt
40	R × Kt	

Now one at least of Black's weak Pawns must fall, and White wins comfortably.

		40 R—B 4
41	R × R P	41 B × P
42	R × R P ch	42 K—Q 3
43	R—R 6 ch	43 K—Q 4
44	P—Kt 4	44 R—Kt 4
45	B × B	45 K × B
46	R—R 5	46 R—Q 4
47	K—Kt 3	47 K—Q 5
48	R × R ch	48 P × R
49	P—Kt 5	49 Resigns.

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GAME No. 1,978.

Played in the Championship Tournament of the City of London Chess Club, 6th November, 1900.

Giuoco Piano.

NOTES BY R. TEICHMANN.

WHITE. Mr. LAWRENCE.	BLACK. Mr. GIRDLESTONE.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—B 4	3 B—B 4
4 P—B 3	4 Kt—K B 3
5 Castles	

It is doubtful whether Black might not answer this move advantageously with 5..., Kt × P; 6 P—Q 4, P—Q 4!

	5 P—Q 3
6 P—Q 4	6 P × P
7 P × P	7 B—Kt 3
8 P—Q 5	

Apparently not the best line of play; in fact, P—Q 5 is scarcely ever good, when the King's Bishop has been played to Q B 4 before. I believe P—K R 3 is the best move in this position, with a view to maintaining the centre Pawns at K 4 and Q 4, in order to hamper Black's development.

	8 Kt—K 2

.....There seems to be no reason why Black should not have played Kt—K 4, threatening B—K Kt 5. The exchange of Knights would have been in Black's favour.

9 Kt—B 3	9 B—K Kt 5
10 P—K R 3	10 B × Kt

.....Considering that Black had not Castled yet, he could well afford to retire his Bishop to R 4, as it would have been very risky for White to follow up with P—K Kt 4.

11 Q × B	11 Kt—Kt 3
12 B—Kt 5 ch	12 K—B sq

.....There was no objection to Kt—Q 2, followed by Castles, and eventually P—K B 4.

13 K—R sq	13 P—K R 4
14 B—K Kt 5	14 Kt—K 4
15 Q—B 5	15 Q—B sq
16 B × Kt	16 Q × Q
17 B × P ch	17 K × B
18 P × Q	

The game now appears to be nearly even, and should result in a draw with fairly correct play. White could not expect to derive much benefit from the extra Pawn on the King's side, considering that there was no forcible way of undoubling the Bishop's Pawns.

	18 K—B 3
19 Q R—K sq	19 P—Q R 3
20 P—K B 4	20 Kt—K Kt 5
21 Kt—K 4 ch	21 K—Kt 2
22 B—R 4	22 B—Q 5

.....Obviously a lost move; R—R 3 at once was indicated.

23 R—B sq	23 B—Kt 3
24 R—Q B 3	24 R—R 3
25 R—K Kt 3	25 Q R—K Kt sq
26 P—B 6 ch	26 K—R sq
27 Kt—Kt 5	27 R × P
28 R(Kt3—KB3	28 Kt—K 6
29 R—K sq	29 Kt—B 4
30 P—K Kt 3	30 P—R 5
31 P—Kt 4	31 Kt—Q 5
32 R (B 3)—B sq	32 B—R 4
33 R—K 8	33 R × R
34 B × R	34 Kt—K 7
35 R—B 2	35 Kt—Kt 6 ch

.....Kt × P was not feasible on account of Kt—K 4.

36 K—K 2	36 K—Kt 2
37 P—B 5	37 B—Kt 3
38 R—B 3	38 B—Q 5
39 P—Kt 3	39 K—B sq
40 B—Q 7	40 R—R 3
41 R—Q 3	41 B—B 3

.....The Bishop should have been played to K 4 instead, followed if necessary by P—K B 3.

42 Kt—B 3	42 R—R sq
43 R—K 3	43 K—Kt 2
44 P—Kt 5	44 B × P

.....The piece, of course, means the game. But there was no escape; if B—Q sq, P—B 6 ch, K—Kt 3, Kt × P ch, and must win.

45 Kt × B	45 R—Q sq
46 B—K 6	46 K—B 3
47 Kt × P	

And White won eventually.

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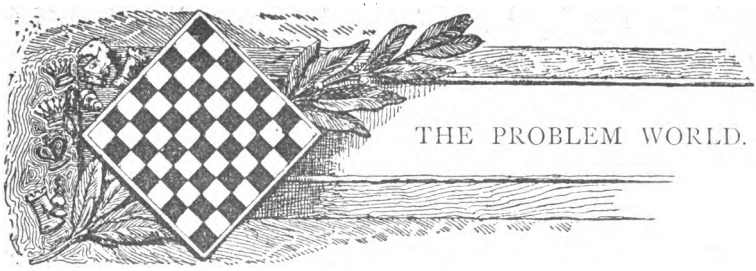

All communications respecting problems must be addressed to Mr. B. G. Laws, 21, Nelson Road, Stroud Green, London, N.

IT is with peculiar pleasure in presenting the first instalment of the Problem Department of this magazine for the New Year and the New Century that we tender our readers all good wishes for the coming year; we would go further and extend them to the century, but we know full well none of us are destined to share the pleasures and ills of those who will be subscribers to the *B.C.M.* which assuredly will be issued in the twenty-first century. Anyhow we hope all who have countenanced and helped to support the *B.C.M.* will live long and healthy lives to appreciate and satisfy their heart's desire in the chess sphere, and enjoy the monthly offerings to Caïssa we are enabled to furnish.

We take this opportunity of thanking all our contributors and correspondents who have assisted us in our work, which help and encouragement has allowed us to keep up the standard which has been established. May we ask a continuance of favours in order that a maintenance shall be secured? At the request of several readers we this month devote a little space to Answers to Correspondents. We have come to the conclusion that this will be welcome, as it will enable us to point out to solvers where they have gone wrong in their attempted solutions, and it may be a medium of discussing and explaining small questions which may be of general interest.

ALL-IN SOLUTION TOURNEY.—Score Table :—

	Old Score. (See Dec.)	Old Score. (Suis.)	1549	1550	1551	1552	1553	1554	1555	1556	Dec. Totals.	Sui-mate Tourney Totals.
§"East Marden" ...	Cancelled	46 ...	3	3	3	−2	2	3	3	4 ...	19 ...	53
‡A. C. White	... 307	... 46 ...	3	3	3	3	2	3	3	4 ...	331 ...	58
‡Chas. Johnston .	... 112	... 57 ...										
‡W. H. Thompson ...	... 43	... 60 ...	3	3	3	3	2	6	3	8 ...	74 ...	72
**C. S. Earle	... 342	... 45 ...	3		3	3	2	3	3	4 ...	363 ...	54
††"Beta"	... 226	... 24 ...	3	3	3	−2	2	6	3	4 ...	248 ...	31
††E. W. Brook... ..	...	... ...	3		3	3	2	3	3	...	17 ...	9
††"Gibson"	... 241	.. 57 ...	3	3	3	3	2	3	3	4 ...	265 ...	69
†J. J. O'Hanlon ...	... 187	... 57 ...	3	3	3	3	2	6	3	4 ...	214 ..	69
†P. L. Osborn	... 211	... 57 ...	3	3	3	3	2	6	3	8 ...	242 ..	69
†R. M. Peake... ..	... 188	... 45 ...			3		2	6	3	4 ..	106 ..	48
†J. D. Tucker	... 315	... 29 ...			3	−2	2	3	3	4 ...	328 ...	30
*"W.C.D."	... 49	... 39 ...	3	3	3	3	2	3	3	4 ...	73 ...	51
*Capt. G. A. Forde ...	... 277	... 17 ...	3		−2		2	3	3	...	286 ...	18
*J. Y. Fullerton ...	... 67	... 45 ...	3−2		3	−2	2	3	3	4 ...	81 ...	47
*J. J. Jones	... 126	... 45 ...	3	3	3	3	2	6	3	4 ...	153 ..	57
*E. E. Westbury ...	... 374	... 43 ...	3	3	3	3	2	6	3	4 ...	401 ...	55

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"D.C.T."	...	247	...	54	...	3	3	3	3	2	6	3	4	...	274	... 66
A. Baker ...	...	124	...	36	...	3		3	3	2	3	3	4	...	145	... 45
H. S. Brandreth ...	..	161	...	4	...						3	3		...	167	... 4
G. H. C.	...	138	...	38	...	3		3		2	6	3	4	...	159	... 44
"Ciga.o Nicotini" ...	...	9	..	6	...					2	3	3	-2	...	15	... 6
T.D.	...	177	...	37	...	3	-2			2	3	3	4	...	90	... 38
A. J. Head	...	87	...	21	...	3			3	2	3	3		...	101	... 27
Eugène Henry	...	10	...		...					2	3	3		...	18	...
F. Kent...	...	300	...	3	..	-2			-2	2	3	3	4	...	308	... -1
Miss V. Helen Macmeikan	...	50	...	9	...											
J. K. Macmeikan ...	...	310	...	6	...											
J. M. Malcolm	...	57	...	7	...											
"Selbats"	...	166	...	39	...	3		3	3	2	3	3	4	...	187	... 48
G. A. Thomas	...	48	...	48	...	3	-2	3	-2					...	50	... 50
"K. W."	...	245	...	24	...											
G. Woodcock	...	370	...	48	...	3	3	3	3	2	3	3	4	...	394	... 60

* Previous winners. † Twice winners. †† Winner three times.
** Winners four times. ‡ Winners five times.
§ Winner seven times.

Additional solutions of No. 1553-4 and 5 received from G. P. Devey.

We have to give C. S. Earle credit for problems No. 1537 to 1548 inclusively—one solution to each problem, making 37 points. This is added to his score shown in our November and December impressions.

We have entered Eugène Henry's name to the table, and have started him with ten points for solutions acknowledged last month.

We find we accidentally gave W. H. Thompson 3 points for No. 1545 which is a 2-er, one point must come off his score given in December.

We omitted to notice the second solution given by A. C. White of problem No. 1535; he is entitled to an addition of 3 to his All-in score, as also in the Sui-mate Tourney.

E. E. Westbury scales the wall on this occasion into the arena of prize winners, and becomes a member of the single star order.

FACTS AND TRIFLES.—From a letter received some months back from Mr. G. E. Carpenter we gathered that it was his intention of publishing a collection of his own compositions, but we were not satisfied that the information was for publication. It will be welcome news to many of Mr. Carpenter's admirers, whose name "is legion," that arrangements have been made with M. Preti, of Paris, for the publication of the work. A collection of Mr. Carpenter's problems in three volumes was published some years ago by we believe the late Professor Brownson, but it is almost unknown in this country. It was not however an artistic production from a printers' art point of view.

We are pleased to observe that Mr. G. Heathcote has distinguished himself as a solver by winning first prize in a recently concluded Tourney in the *Leisure Hour*, together with a contributor to our problem department, the Rev. Roger J. Wright, and A. Watson. We trust this will be an encouragement or inducement to Mr. Heathcote to resume with vigour the art in which he excels—Composition. We were quite aware his abilities as a solver were much above the average, and consequently are not surprised at his success, and we wish him further successes both as a solver and composer. Mr. Wright is well-known to our readers as a clever solver, and we hope shortly to give specimens of his work as a composer.

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To those of our readers who were interested in Mr. Carpenter's articles on the N. Queens' Problem may like to see a puzzle which is presented with the Christmas fare of the *Leeds Mercury*. It is by the popular editor of this standard chess column.

BY JAMES WHITE, LEEDS.

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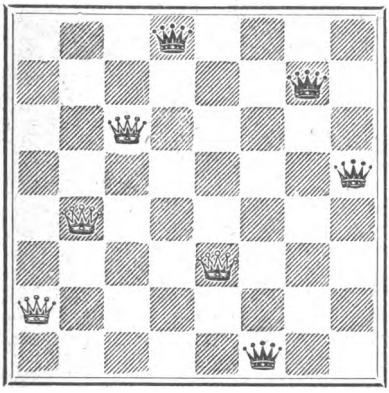

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Move each Queen legitimately but once only, the resulting position to be such that the number of squares not commanded by the Queen shall be a maximum.

The composer of the annexed problem was one of those who took much interest in the articles which appeared in the *B. C. M.* from February to October of 1900. The position set up is one merely to illustrate the deduction arrived at from the perusal of the articles referred to, and is one of the ninety odd arrangements which the problem is capable of. The idea is to produce a negative result, for all the results hitherto recorded are those which show how, on a chessboard, the eight Queens can be placed so that every square of the board is under the command of at least one of the Queens, and yet the Queens must not be *en prise* one of another. Now, the problem to be worked from the above is, how to produce a position in which the greatest possible number of squares is uncommanded.

Referring to "Christmas Chess." we might mention that we should liked to have given a few examples of eccentric problems or puzzles, which are not only tolerated but received with a measure of interest at this season of the year, but we did not appeal to friends for contributions of this character, and after making up our Department last month we found it impossible to spare the space for the few specimens we had the call of—perhaps some of our readers will thank us!

From the *Western Morning News* chess column, which by the way cateres in a very painstaking way for Devonian chess players, we take the following astonishing rule in problem construction. A solver of this paper in criticising a two-move problem writes: "There is a canon of construction —especially for two-movers—that there should not be two squares upon which any piece could have been equally placed." We are always ready and anxious to learn wrinkles in problem construction, but this apparent dictum is a surprise. It means this, that very very few compositions, even of the first masters, are perfect tested by this peculiar "canon." It seems to us if such a feature were considered as essential or even a *desideratum* it would have a tendency of making problems more mechanical contrivances than they are at present, "especially two-movers." Composers frequently find their genius restrained from flights of poetic fancy by severe and stringent requirements of the problem art, and it would be very hard

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on them to limit still more the scope of their imagination and exercise of their talents. We can see no grounds whatever for suggesting that a problem can be considered in the least superior to another because in the one case no piece on the board could be differently located, and in the other say a Bishop could stand on either one or more squares with the same effective result. We hope the readers of the *W.M.N.* will not take their critic seriously, or it may act as a deterrent to a few would-be composers.

Why we should be expected to be a prophet of the future standard of the problem art we know not. A subscriber is apparently more than usually inquisitive, since, not only does he require to know how many problem tourneys we propose to give during the Twentieth Century, but the style of problem which will be in vogue at its close. For the present and immediate future we shall jog along with little concern at what may happen in a hundred years hence, and it is not likely that we shall leave any "copy" by way of legacy which will be useful at the call of half time. However, it may be appropriate to foreshadow the future problem at this period in the history of composition, and for the purpose we draw upon the imagination of Dr. C. Planck. It the *Chess Problem Text Book*, the writer describes an ideal four-mover. That such a work is ever likely to be produced does not need any comment from us, but it is an ideal which some day may be approached:—"Our perfect four-mover in modern style contains a very quiet but totally unexpected key-move, threatening mate in the full four moves, and leading to eight perfectly distinct and equally beautiful branches, at least half of which again break up into three or four different continuations on the penultimate; and every mate (and there are upwards of twenty) is pure, and several also mirrors; the initial position is elegant and natural, captures and checks are conspicuous by their absence, economy is carried to its utmost limit, every piece is necessary in every variation; in addition there is no inaccuracy whatever—not a vestige of a dual to the apparently most ineffectual defence—no doubled Pawns, no repetition of moves, no short mates; the whole spotless, perfect, without a blemish. It is needless to point out that such a position exists only in the composer's wildest dreams; it is beyond the power of any to produce such a masterpiece."

"THE HAMPSTEAD AND HIGHGATE EXPRESS" has just completed a Two-Move Problem Tourney. The following is the award by Dr. C. Planck. Godfrey Heathcote, first and second prizes, for problems "Gipsy" and "Ladas." Geo. J. Slater, third and fourth, for "Bit of fashion" and "Frivolity." C. Vincent Berry and H. Greenwell, fifth and sixth *ex æquo*, for "Gazelle" and "Better late than never." Hon. mention to P. H. Williams, for "Siegfried"; A. F. Mackenzie, for "Silver Sprays"; and P. F. Blake, for "Falstaff." Messrs. E. J. Winter-Wood, W. A. Clark, and A. C. Challenger acted as preliminary judges. This is the third competition which the editor of this chess column has completed, and it gives us great pleasure in saying that it has been a great success both as regards number of entries and their quality. As to merit, the prize and honourably mentioned problems are really capital two-movers. We understand that Dr. Planck remarked that the nine problems which we reproduce

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for the delectation of our problemists are most of them distinctly meritorious, which is genuine praise, as Dr. Planck requires something rather special in two-movers before he is pleased.

BY GODFREY HEATHCOTE, MANCHESTER.

FIRST AND SECOND PRIZES.

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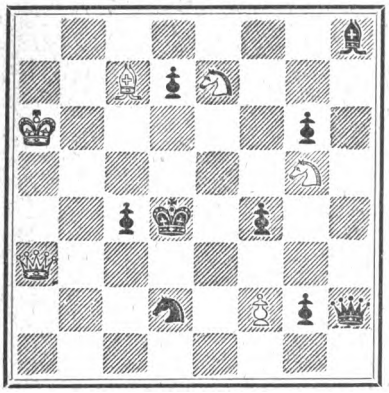

WHITE.
Mate in two.

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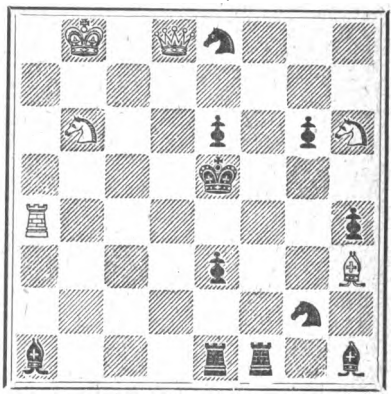

WHITE.
Mate in two.

Third prize, by G. J. Slater, Bolton.—4 kt 3 / 8 / 3 kt 1 p K 1 / 3 k 4 / Q 3 R 1 Kt 1 / 4 B 3 / 2 P 5 / 8 / Mate in two.

Fourth prize, by G. J. Slater.—1 Q K 5 / 1 P 1 P 1 Kt p 1 / 1 p p 3 q 1 / p 1 k 3 r b / R 1 B 3 p 1 / 1 P 4 P 1 / 1 Kt 1 R 1 P 2 / B 7 / Mate in two.

Fifth and sixth prizes (*ex æquo*), by C. Vincent Berry.—2 Q 5 / Kt 7 / P 7 / r 2 P 2 R 1 / 3 k 2 p K / 4 p 3 / b 2 Kt 4 / 1 B 4 B 1 / Mate in two. By H. Greenwell.—B 7 / 1 kt 2 r R p 1 / kt K 1 P 2 P 1 / 2 p 1 b 2 R / 2 p 1 k 1 p 1 / 2 P 5 / 5 P 2 / 3 Q Kt 3 / Mate in two.

Hon. men., by P. H. Williams, London.—1 b 1 Kt 4 / p Kt k 2 p 2 / 1 q 6 / B 4 B R 1 / 1 P r 5 / 4 R kt 2 / 1 Q 3 K 2 / 8 / Mate in two.

Hon. men., by A. F. Mackenzie, Jamaica.—6 B 1 / p p B 1 R 1 Kt Q / 8 / 1 p 2 Kt 3 / 1 P 1 k 2 p 1 / R 1 kt 5 / 1 kt 6 / 5 K 2 / Mate in two.

Hon. men., by P. F. Blake, Manchester.—1 kt 3 B 2 / r 4 B p 1 / 1 p P 1 R 3 / 3 k 1 kt 1 Kt / 1 P 1 p p 3 / 3 R P 1 b 1 / b 1 Q 4 p / 3 Kt 3 K / Mate in two.

SOLUTIONS AND CRITICISMS.

By Max Feigl (p. 471).—1 Q—Kt sq, &c.—The construction of this position is very similar to several others by composers who aim at purity in 2-ers. There is however in this case the feature, which we believe to be unique, of White giving five absolutely pure mates, each one being quite economical. This achievement is effected it is true at the cost of the key, since 1 Q—Kt sq is a give and take move which in a two-mover is generally weak. Solved by R. M. Peake, H. S. Brandreth, A. C. White.

By "Economy."—1 Kt—Q 6, &c. We do not know the extent which the judges will consider this an original composition. It certainly looks as if the author had

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endeavoured to improve upon Mr. Heathcote's *Leisure Hour* two-mover by making two of the mates clean, namely 1..., Kt × R, and Q × R. There is however a dual after 1..., Q—Kt 3, and this leads us to suppose that Mr. Heathcote saw the arrangement with the White Queen, but gave way to the setting as entered in competition, since with a dual present he doubtless felt a composition however fine stood the risk of being set back on account of such a blemish. Solved by R. M. Peake, H. S. Brandreth, A. C. White.

By "Economist" (p. 471).—1 K—B 5, K—Q 4; 2 Q—B sq, &c. If 1..., K—Q 6; 2 R—R 4, &c. If 1..., K—B 4; 2 K—K 4, &c. Of course this is very pretty, but we shall expect to see the position disqualified in view of the circumstance we have already mentioned. Solved by R M. Peake, A. C. White.

By S. S. Blackburne (p. 471).—1 Q—Kt 5, &c. We have already dealt with this composition in its prize-winning form. No doubt the composer was well advised in entering his position free from the triple from motives of policy, but the remedy is a drastic one, and it is questionable from an artistic standpoint whether the artificial additions were justified. As printed there is a simple cook by 1 R—R 3 ch. It is evident the White Pawn which stands at Q R 3 in the prize version is wanted in this setting, and its omission is clearly an oversight. Solved by R. M. Peake, H. S. Brandreth, A. C. White (both solutions).

By J. G. Campbell (p. 473).—1 K—Kt 4, K—B 5; 2 Q—R 2, &c. Considering that this was the pioneer of positions embodying this pretty piece of play, and was composed many years ago, it is creditable, as were all the late Mr. Campbell's problems. Solved by R. M. Peake, A. C. White.

By Dr. Rohr (p. 473).—1 Q—K R 8, K—B 6; 2 Q—R sq, &c. If 1..., K—B 4; 2 Q—Q 8, &c. If 1..., K—Kt 4; 2 B—Q 4, &c. This is Campbell's little three-er amplified. The key move is a little weak, and has this curious feature that though it threatens mate on the move there are no short mates. Solved by R. M. Peake, A. C. White.

By Otto Fus (p. 473).—1 Q—R 7, R × Kt; 2 Kt—B 6 ch, &c. If 1..., K × R; 2 Q—B 7 ch, &c. If 1..., P—K 6; 2 P—Q 4 ch, &c. If 1..., R—Q 3; 2 Q—R sq ch, &c. This is in one respect better than the problem which follows, in the fact that the key move does not threaten immediate mate. There is, however, very little to interest the solver beyond the first line of play. Solved by R. M. Peake, A. C. White.

By B.G.L. (p. 473).—1 Kt (R 7)—B 6, R × Kt; 2 Kt—K 5 ch, &c. If 1..., B × R; 2 Q—R 7 ch, &c. If 1..., K × R; 2 Q—R 8 ch, &c. If 1..., R—Q 4; 2 R—Q 8 ch, &c. There the weakness lies principally in the key move, as it is rather a forcible one; still there is in addition to the mainplay a decent mate following the defence of 1.., B × R. Solved by R. M. Peake, A. C. White.

By "Anonymous," Munchen (p. 474).—1 Kt—Q 5, B × Kt (Q 5); 2 K—Kt 4, &c. If 1..., B × Kt (Q 7); 2 Q—K sq, &c. If 1..., P—Kt 4; 2 Kt—Kt 4 ch, &c. If 1.., K—K 5; 2 Q—K 3 ch, &c. If 1..., any other; 2 Kt × P ch, &c. The echo mate is prettily brought about, and there are other points of interest in the problem. It is certainly an improvement on the position which follows. Solved by R. M. Peake, H. S. Brandreth, A. C. White.

By B.G.L. (p. 474).—We omitted to give the third rank counting from top of the board (White's 6th rank), which should read "8." 1 Kt—Kt 6, B × Kt; 2 K—Kt 3, &c. If 1..., K × Kt; 2 Q—Kt 2, &c. If 1..., B—Kt sq; 2 Kt (Kt 6)—Q 5, &c. If 1..., P—Kt 7; 2 Q—B 2 ch, &c. This position is not quite identical with the above, but the idea is similar. The key move is not pointed, and this remark applies to both problems.

By Max Feigl (p. 474).—1 Q—R sq, P—R 7; 2 Q—R sq, &c. If 1..., P—B 3; 2 B—Kt 8 ch, &c. If 1..., K—B 5; 2 Q—K 4 ch, &c. If 1..., K—Q 3; 2 Q—Q 5 ch, &c. If 1.., R moves; 2 Q—K 4 or Q—Q 5 ch. acc., &c. A genuinely clever problem. The quiet move is capital, blended as it is with two bright sacrifices of the Queen. Solved by R. M. Peake, J. J. Jones, A. C. White.

No. 1549 ("Arretons-nous ici").—1 R—K R sq, B—R 3 (best); 2 Kt (R 3)—Kt sq, P—Kt 5 [If 2..., B—Kt 2 or B sq; 3 Q—Kt 4 ch or Q 4 ch accordingly, &c.]; 3 Q—B sq ch, &c.

No. 1550 ("To be or not to be").—1 B—R 4, Kt—Kt 3; 2 R—B 4 ch, K × R or Kt × R; 3 R × P ch, or Q—K 6 ch, &c If 1..., B—R 7; 2 R—K 5 ch, B × R or K—B 5; 3 R × P ch, &c. If 1..., others; 2 R—K 5 or B 4 acc, followed by 3 Kt × P or R × P as the case may be. There are dual continuations.

No. 1551 ("As you like it").—1 Q—Kt 3, Kt × Q; 2 Kt—B 5 ch, Kt × Kt; 3 B—Kt 7 ch, &c. If 1..., Q × P; 2 Q—B 4 ch, Q—K 5 ch; 3 Q—K 5 ch, &c. If 1..., B ×

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P; 2 Kt—B 6 ch, K—K 5; 3 R—B 4 ch, &c. If 1..., any other; 2 Kt—Kt 5 ch, R or Q × Kt; 3 Q—K 5 ch, &c.

No. 1552 ("Noch nie da").—1 B—K 5, R × B; 2 Kt × B, R (K 4) moves; 3 Rs, Kts, or Ps capture Rook according to its position, &c. If 1..., B × B; 2 Kt × R; 3 B moves, Rs or Kts × B accordingly, &c. If 1..., B—B 6; 2 B × B, R × B or others; 3 B × either R accordingly, &c. If 1..., R—Q B 5; 2 B × B, R—B 6; 3 R × R, &c. If 1..., R moves elsewhere; 2 B × P, R × B [If 2..., others; 3 B × R ch, &c.]; 3 Kt × R, &c. Mr. W. H. Thompson wants to know why the author did not use a White Pawn in lieu of Queen.

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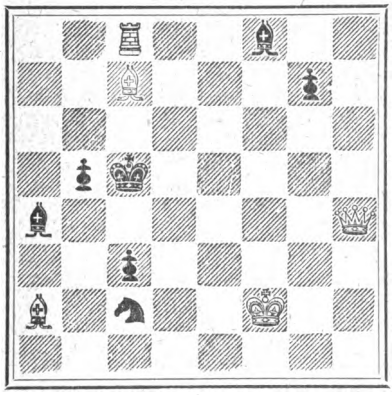

WHITE.

Mate in two.

No. 1553, by E. E. Westbury.—1 Q—Q 7, &c. An idea very cleverly thought out, with some refreshing features. The author has since his problem was in print discovered that he missed the opportunity of putting an artistic touch to the position in the way of a clean mate. The annexed position is the setting with the improvement.

No. 1554, by W. H. Gundry.—This problem has two solutions. 1 P—R 5, K—Kt 4; 2 Kt—B 5, &c. If 1..., K—K 2; 2 Kt—K 6, &c. If 1..., K—B 2; 2 K—K 5, &c.,—and 1 Q—B 8 ch, K—Kt 3; 2 Kt—B 5, &c

No. 1555, by J. Jespersen.—1 B—Kt 7, P—B 7; 2 B—R sq, &c. If 1..., K × R; 2 B—B 4, &c. If 1..., P—Kt 6; 2 B × P, &c. If 1..., K—B 4; 2 B—B 8 ch, &c. If 1 .., Kt—B 2; 2 Kt—B 6 ch, &c. A problem with acceptable variety, and with a decided point. The key move lies clearly with the Bishop, but the question of the stopping station is a neat one.

No. 1556, by F. E. Purchas.—Unfortunately this tricky little problem has two solutions. The cook can be easily shut out. Author's solution 1 B—Kt 8 (becoming B), Kt—B 6 ch; 2 P × Kt, K × R; 3 B (Kt 8)—B 4 dis. ch, &c. Cook: 1 B—K 7, K—K 3; 2 R—R 5, K—Q 2; 3 P Queens, &c.

ANSWERS TO CORRESPONDENTS.

We should be much obliged if correspondents would kindly observe the notice at the head of the Problem Department, and address all communications concerned with problems in accordance with the directions given. Delay is caused by sending letters to Leeds.

"SELBATS."—Thanks for pointing out error, which we have corrected.

H.S.B.—Solutions should be received by us on or before the 10th of the month following publication; *e.g.*, solutions to problems appearing in this issue should reach us at latest on the 10th February.

J.Y.F.—In problem No. 1549, after 1 R—Kt sq or K B sq, B—R 3; 2 Kt—K sq, B—B sq or P—Kt 5, and —— try something else! In 1552, if, 1 Kt × R, B—B 6; 2 B—B 4, B—K 4! This is a very deceptive try, and nearly upset the majority of our solvers according to their own admission, and succeeded in several cases as the score table testifies.

Capt. FORDE.—In 1551, after 1 Q—Kt 5, Q × P; 2 Kt—Kt 5 ch, try K—K 5. It is true you sent in correct key to No. 1543, but as you went astray in the after-play we could hardly give you credit for mastering the strategem, since obviously you failed to discover the author's design.

F.K.—Keep your eye on the White Rook in 1549.

G.A.F., J.D.T., T.D., "E.M.," and BETA.—See answer to J.Y.F. regarding 1552.

A.C.W.—The White Bishop in No. 1552 is clearly a promoted Pawn. We find you are quite correct respecting No. 1535.

W.A.S.—Send along that solution if you please, and we will gladly publish. Thanks for favours. Will write you shortly.

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PROBLEMS.

"B. C. M." SUI-MATE TOURNEY.

No. 1569.
Motto: "Ad nova fert animus."
(T. P. No. 25.)

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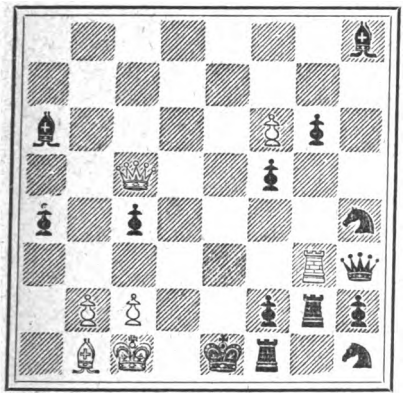

WHITE.

White compels Black to mate in three moves.

No. 1570.
Motto: "Time is money."
(T. P. No. 26.)

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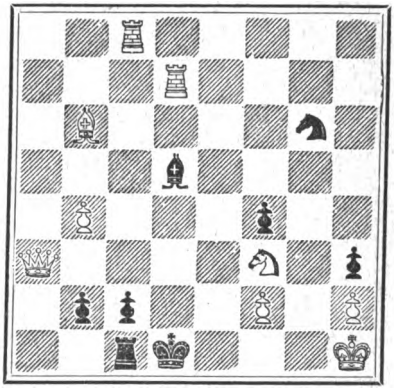

WHITE.

White compels Black to mate in three moves.

No. 1571.
Motto: "Delta."
(T. P. No. 27.)

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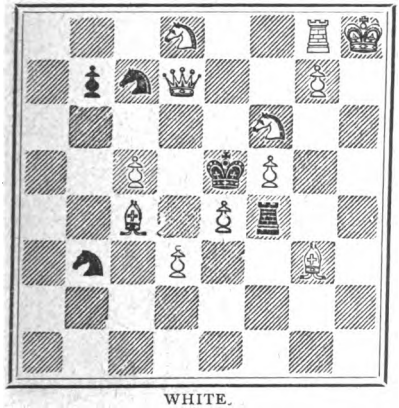

WHITE.

White compels Black to mate in three moves.

No. 1572.
Motto: "Salve!"
(T. P. No. 28.)

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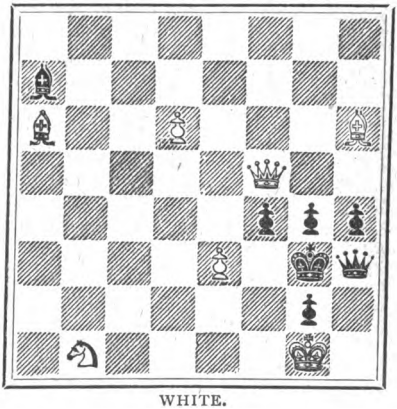

WHITE.

White compels Black to mate in three moves.

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PROBLEMS.

No. 1573.
By GEO. J. SLATER,
Bolton.

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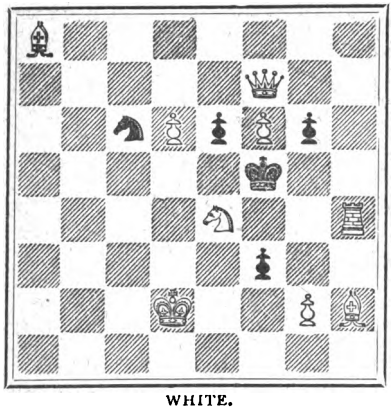

WHITE.

White mates in two moves.

No. 1574.
By W. A. CLARK,
Molessey.

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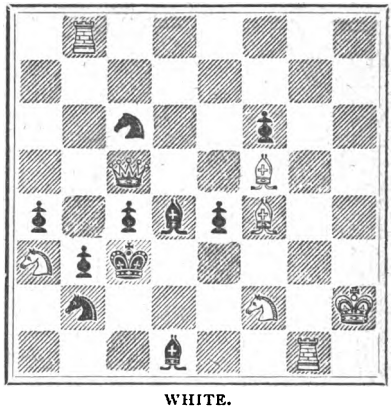

WHITE.

White mates in two moves.

No. 1575.
By G. H. CLUTSAM,
London.

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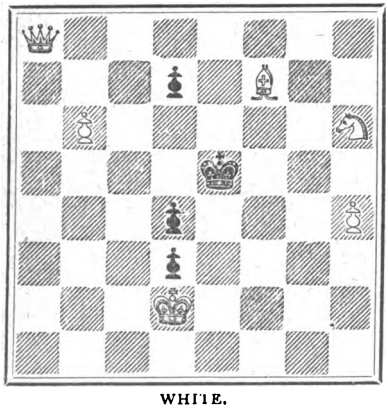

WHITE.

White mates in three moves.

No. 1576.
By B. G. LAWS,
London.

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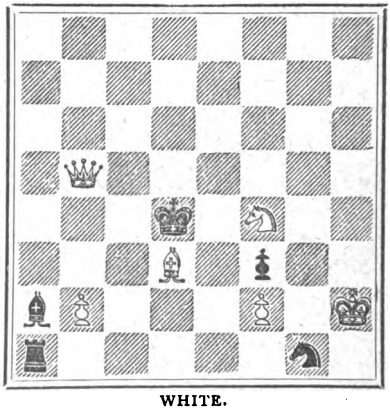

WHITE.

White mates in three moves.

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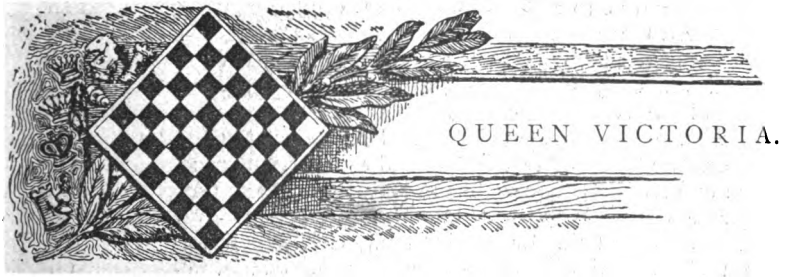
BRITISH CHESS MAGAZINE

FEBRUARY, 1901.



IT is with profound grief and sorrow that we record the death of Her Most Gracious Majesty the Queen, who was summoned to eternal peace at half-past six o'clock on Tuesday evening, January 22nd. Queen Mother of her people, ever mindful of their welfare, sharing their joys and sorrows, her influence will remain a glorious tradition for the guidance of future British Sovereigns. She was loved because she loved. She was honoured because she ruled by love and justice. Her influence for good was so wide and powerful that all British subjects should be devoutly thankful that she reigned for so many years. The whole World respected her noble example, now consecrated by memories which will cling to her name through the future history of our Nation.

"Ask ye what was the power that gave to a heart so feeble, a soul so brave!
A spirit so strong to a form so frail.
Ask ye?
Oh tame must ye be and cold, to whom such secrets need be told.
Would ye the source of her strength explore?
She was a Mother—it needs no more."

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SOME ADVICE TO A YOUNG PLAYER.

I WILL assume that you are young, comparatively inexperienced, that you have some aptitude for the game, and that you have a moderate ambition to become a strong player.

You will probably have defeated your friends and relations over the domestic board, and wishing for a wider range for your abilities, have joined a chess club. As you desire excellence this is a good move, you will make a greater advance with a month's practice with your varied opponents than during a year of ordinary drawing room chess. Limited intercourse usually means limited ideas; I knew two men who played solely with each other for twenty years, and neither could conceive of any opening outside a sort of Giuoco Piano.

"The first apple from the Tree of Knowledge is the knowledge of Ignorance," and you will find the club a fruitful orchard. It is when you have digested that none too palatable fruit, that you may be in the best mood to consider the counsel I, an old stager, would offer you.

You will early notice among your clubmates a numerous class of players whose styles of conducting their games have a curious family likeness. Having the move they play but one opening, generally the Ruy Lopez or the Queen's Pawn Game, and as second players they rely on the Sicilian or French Defence. There is little variety in their games, and you may play a score times with them and not detect in any of their moves a symptom of speculation or imagination. Crafty in little dodges to win a Pawn, their great aim is to secure four Pawns against three on the Queen's side for the end-game, and then, as it were, to suspend *habeas corpus* and to clear off any pieces that thereafter may assemble together.

But chiefly you may know players of this type by their extreme aversion to sacrifice piece or Pawn for any possible positional advantage, and by the fact that under no pretence can they be induced to accept a gambit. Their games with each other are long dreary affairs, frequently ending in draws, and with many blocked Pawn positions, as every adjudicator knows to his sorrow. This, with slight variations, is the style which at the present time is deliberately adopted by two-thirds of the club amateurs of this country—I leave players of the first class out of the question.

With the great Masters, in international tournaments, the winning or the losing of each game is a serious matter, involving it may be in some cases, a palpable alteration of the year's income. It is not therefore surprising that the risks attending on what I may call forward play should be feared by one who has so much at stake, and that he should decline committing himself to any attack in which his examination finds the slightest weak spot; judging that his opponent has the skill also to detect the unsoundness. Hence he choses to play a safer game, and thus is on account of his very profundity, often dull; and the average amateur attempting to imitate the Master succeeds in excelling him,—that is in the matter of dulness.

Now to you who play chess for enjoyment, and in a secondary degree for improvement, I would say,—Avoid the pottering sort of play I have tried to describe, this game of over-cautious defence and timorous attack.

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From the first try to aim at something a little more risky and a great deal more vigorous.

I am well aware that individual temperament has great influence upon style in chess as in most other things, but I contend that one-half of the British amateurs who have deliberately enlisted in the "Heavy Brigade" have taken that step, not from any personal inclination thereto, but from a notion that in doing this they are putting on the accoutrements of what they conceive to be "modern chess."

A long and varied experience of chess clubs has convinced me that the young player who forms a free game, who varies his openings, who is not afraid to give up material force for the sake of positional advantage, and who even when opposing a player of superior skill, will offer and accept gambits, is the one who passes upward from class to class most rapidly.

It is true that in the acquirement of the power of effective attack you may lose many games, but every failure will teach a lesson far more distinct and impressive than can be learned from the heavy, or gradual wearing down system. Nothing will more conduce to your improvement than practice with opponents of superior force. There are complaints in many chess clubs that the stronger players are somewhat averse to giving the benefit of their skill to their much weaker brethren. This may be so, and indeed there is little to induce an expert to spend his time with a slow and over cautious tyro, but I am quite sure that the youngster with boldness and some ingenuity in his play will make himself a not unattractive opponent to the proficients of his club.

It is necessary that you should devote some time to the study of the openings of course, how much one cannot say, as so much depends on the quickness of acquisition and the retentiveness of memory. In any case do not let theory smother your own originality; the pleasures of memory are many and great, but surely one of the smallest of them is to win a game at chess on a purely "book" variation.

Play over games of the great Masters of the game, but for the present give your preference to those of the more brilliant sort; the published games of Anderssen and Morphy are more to the purpose than all the games of the continental tournaments.

Although I have advised you to frequently adopt the bolder gambits, I would impress upon you that the spirited habit of play does not necessarily imply the use of those or indeed any special forms of opening. As you progress you may come to the opinion that gambits are too much to the advantage of the man extremely learned in the wisdom of the books, and you will probably use them more sparingly. At the same time, during your noviciate you will find they will develop in you the right style of chess.

I shall next month give you a few practical hints, founded on experience, for your advancement. In the meantime you may rely on it that two results from the practice of the chess I commend will be,—first, that if you have the makings of a fine player in you, you will reach your full strength sooner; and second, that your chess will be a more enjoyable affair both to yourself and others; and above all bear in mind that "modern chess" in a tyro is not the same thing as "modern chess" in a Master, and that dulness and depth are not synonymous. F.P.W.

(To be continued.)

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AN ENGLISH COLLECTION OF PROBLEMS OF THE FIFTEENTH CENTURY.

JUDGED by modern standards the manuscript which I am about to describe does not perhaps contain any problem of much excellence, but if it be judged by the standards of problem composition that were most approved in Christian Europe at the time of its compilation, it will rank high. It is a noteworthy fact that although the number of manuscripts belonging to what is known as the Anglo-Norman collection of problems is smaller than that of either of the great Continental collections, the chess is as a whole of a higher class, and more in accordance with what we consider now to be the true spirit of the game. The Anglo-Norman collection is the English collection par excellence, and, as I believe, is an English compilation; no other collection appears to have disputed the position in England, the *Bonus Socius* group are represented by one MS. in a private library (the Fountaine MS.), and one MS. in the British Museum, and the *Civis Bononiæ* by a single MS. in the British Museum. We can look back, therefore, with some natural pride to our predecessors when we recognise that they were more deeply imbued with a true perception of the science of the game than obtained anywhere else in Christendom. Whether this is due to a separate Arabic influence upon English chess, as has been suggested by Mr. J. G. White, of Cleveland, U.S.A.—which may also perhaps be traced to some extent in French chess—is difficult to decide, but in the immense Angevin dominions in the South of France, in the royal marriages with Spanish and Provence princesses, we may see the possible channel for such an influence. The study of the problem in England, and the compilation of the earliest Anglo-Norman manuscripts date apparently from the reign of Edward I., whose first wife was a Castilian princess, and it was in the early years of his reign that the celebrated Spanish treatise on chess was written at the instance of King Alfonso the Wise of Castile. An excellent proof of the popularity of the problem in England in the fourteenth and fifteenth centuries can be adduced from the history of the word *Jeopardy*. Jeopardy has taken its place thoroughly in the language, and few people when they use it realise that they owe the word to chess. But Jeopardy was in its first appearance a purely technical chess term, and the recognised—and only—name for the chess problem [The term 'problem' is quite modern, and dates, I believe, from Lewis; Sarratt used the older 'situation']. From the Arabic custom of placing the winning King under threat of an obvious and immediate mate, generally at the hands of two Rooks, has grown the modern meanings of the word. The word—in Old French giu parti, Old Spanish juego di partido, and Catalan joch partit—is simply the Latin jocus partitus, 'An arranged game or position.' In its technical sense it is used by Chaucer in his Dethe of the Duchesse :—

> "But God wolde I had ones or twyes
> Ykond and knowe the Ieupardyes
> That coude the Grek Pithagores!
> I shulde have playd the bet at ches."

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And by Lydgate in his translation of Guido Columna's History of the Siege of Troy. I quote from the MS. in the Bodleian:—

> "*Th*ough *th*at a man studyed all his lyue
> He shall ay fynde dyuerse fantasyes
> Off wardes makynge and newe Iupartyes."

During a recent visit to Oxford, I took the opportunity of going carefully through the different catalogues of the various manuscript collections in the Bodleian Library, and besides other chess MSS. of interest. I was surprised to discover that the library possessed one of the two known problem collections which are written in English, because from an erroneous reference in v. d. Lasa's Forschungen, I had understood that the MS. was in the British Museum. The collection of 41 problems occupies leaves 3 to 23 of a small dumpy parchment volume (Cod. Ashmole 344), which contains manuscript works on a variety of subjects, notably a Latin treatise, with many diagrams, on the old game of Rhythmomachy. The problem collection opens the volume, and is written in a good clear handwriting of the latter half of the fifteenth century. Each problem with its solution occupies a single page and is surrounded by a plain ruled border in red ink. The compiler has secured uniformity and accuracy in his diagrams by pricking through the extremities of each line with a pin. The lines are ruled in red ink, and the squares are all plain. The names of the pieces are written generally in full on the squares, the white men in red ink, the black men in black. The solutions are explained with the help of letters placed upon the squares in the diagrams. The collection is obviously a copy or more probably an extract from another work, for some of the diagrams show signs of much erasure, as for instance that of the second problem. I had not the time to attempt to discover whether the erased diagram represented a different and rejected problem, but such was my impression, and it has suggested to me the idea that this collection was extracted from a larger one. Ultimately the collection will go back to a Norman-French work, for there are indications that the work is a translation, such as the use of the French term *abord* for the files or lines bordering the chessboard, the phrase *chek a discovert*, the expression 'Thys is a jupertie to *do* a man mate the' for sui-mate. From some additions in a later handwriting on leaf 3, at the head of the page ✠ Jhesu ✠ Marye ✠ 1529 Sept. 19, and at the foot beginning 'per^{ted} per Rogerium Hartwellle'... we learn the name of a former owner, from whom the problem collection has been occasionally called the Hartwell MS. From his (often very illegible) notes at the end of each problem it is evident that he studied the book carefully, and therefore that the mediæval game was at any rate still known in England in 1529.

I have already hinted that the manuscript belongs to the Anglo-Norman group. It appears however not to be derived from either of the two oldest collections of the group, the 'Cotton' or the 'King's Library' manuscripts. Of its 41 problems only 3 are in the 'Cotton MS.,' and only 15 are actually contained in, or are similar to problems in the 'Bibl. Reg. MS.', while it omits all the more fanciful positions of the two Norman-French MSS Six, I have traced in Arabic codices, and four of these are common to all the

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European groups. The problems are distinguished by their sanity and possibility. Only one problem for instance has a Bishop of necessity on an impossible square, and in this case singularly enough the diagram is in error, and places the Bishop on a correct square, which however would make the solution impossible. There are no problems (so common in the Continental collections) with the condition that certain pieces are not to be taken. An unusual number of the problems illustrate the play of K and R *v.* K, and show a practical appreciation of the theory of the 'opposition.' Seven diagrams show slight inaccuracies, which can be easily corrected from the solutions, or by comparison with other problem collections.

The compiler of the collection was a chess player of some taste, and he has occasionally added remarks which are interesting because they reflect his personality. Thus at the end of one problem, to which however it is not at all appropriate, he adds, 'The most crafft in plaing of Juperties is for to bringyn odde draughtis with thi King,' showing his appreciation for the 'waiting move.' The sacrifice of a piece, or the mate by a Pawn invariably occasions an expression of approval. Many of his problems illustrate the mate in the middle of the board which was so favourite a termination in his day. To one he adds 'This is a fair Jupertie to mate a man in on of the iiij poyntes for it cumyth offt in play.'

A selection of the problems with the original solutions follows. The moves are of course those of old chess, which will be familiar to readers of Mr. Branch's 'Sketch of Chess History.' The quaint language adds a delicious piquancy to the problems. The pieces are called in the manuscript Kyng—Fers (ffers or fferce), Aufyn (affyn, afyn), Knight (knyght), Roke, and Pon. A captured man is 'taken up,' a move is a 'draught,' 'to fayn a draught' is to make a move that does not check, and sometimes to make any possible move; to 'draw' a man is to move him.

1.

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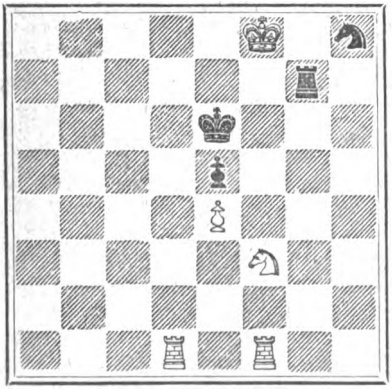

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Mate in three (No. 1).

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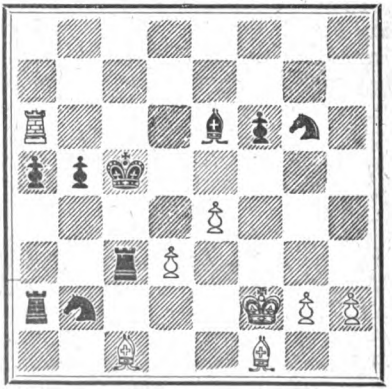

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Mate in five (No. 2).

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Problem No. 1. Solution.—'The White men draw first. Draw thy knyght in a (Kt—K Kt 5) ande say chek. Sythen thy Roke in b (R—B 6) and say chek. Sythen thy other Roke in c (R—Q 6) ande mated. At iij. draughtis the Jupertie is plaiede.' A very favourite Arabic problem, which runs through all the Collections, right down to Stamma.

Problem No. 2. Solution —'Draw thy blak aufyn and say chek. Then the blak kyng goth into a (K—Q 5) Sithen chek with thy Roke. Then he goth in to B (K—K 4). Yet chek w^t thy Roke in thy Pon Ward. Then he goth in to D (K—B 5). Tnen chek w^t thy Pon ande mate hym w^t thy other Pon ther is *the* crosse standeth (White K Kt 4). At v. draughtis *th^i* Juper.ye is plaied.' [The White B on K B sq is on K Kt sq in the MS.]

3

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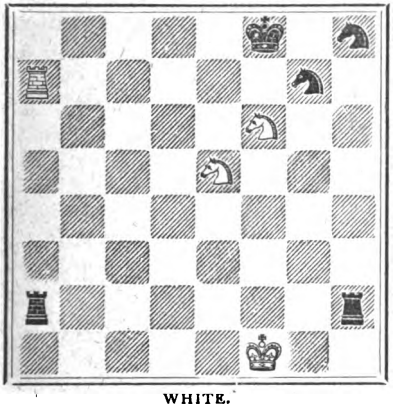

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Mate in two (No. 5).

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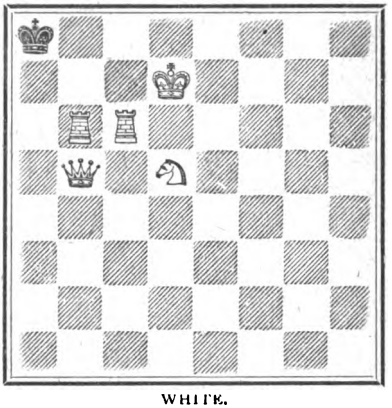

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Mate in three (No. 12).

Problem No. 3. Solution.—'At ii. draughtis this shalbe plaied. The white men draw first. Chek with thy Roke in *the* knightis ward. Then he takith hym vpp with his knight, *than* mate hym with thy knyght in a (K Kt 6).' Another Arabic problem, out of which the *Bonus Socius* MSS. have made a wager-position.

Problem No. 4. Solution.—'Chek w^t thi Roke in a (R—B 8). Sithen with thi other Roke in b (R—R 6). Tnen chek with thy ffers and then he must nedis take vp *thi* roke in b (White R 6). Then say chek mate in the corner with *thi* other Roke. this is at iiij. draughtis.' Also Arabic, where the White K is right away, and the problem gains in interest (the diagram in the MS. has no Queen).

Problem No. 5. Solution.—'No fors who draw^t first. ffolow hym tyll thow have *the* blacke kynge at souch plight. Then say chek with the Roke in a (R—Kt 8). Sithe chek with the Roke in the corner. *then* chek with thy ffers. Then say chek mate w^t *thi* aufyn in c (B—B 5). Thus thow may lese thy Roke and mate hym w^t thy Aufyn. Ande to conclude is well plaied.'

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5.

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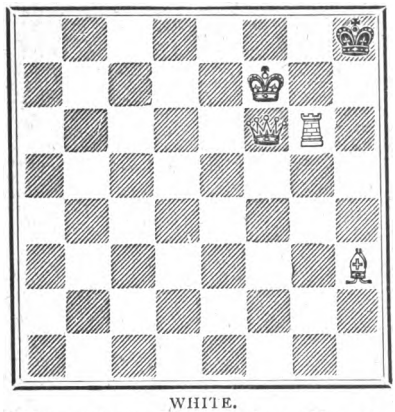

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Mate with the Bishop in four (No. 14).

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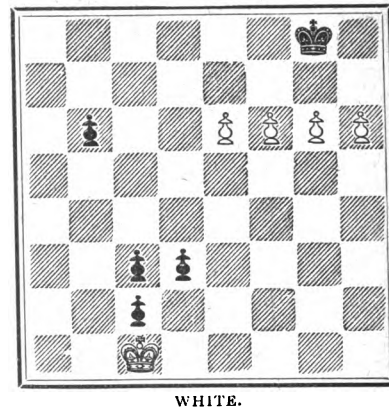

WHITE.

White wins (No. 24).

Problem No. 6. Solution.—'Ffyrst draw^{t} the white men. Draw thy Pon in a (P—K 7). And *th*en thy other pon in B (P—B 7) and make ffers of both ij. Then mate hym w^{t} thy ij. ffers at ij. draughtis. And yf his kyng stode in the corner at fyrst begynny*n*g of the game then shuldest be a draught behynde than were thou mated w^{t} hys pon not but a draught before.'

7.

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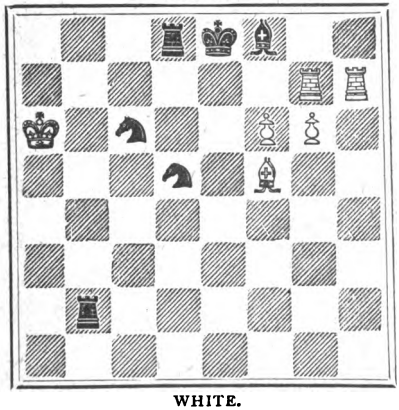

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Mate in three (No. 34).

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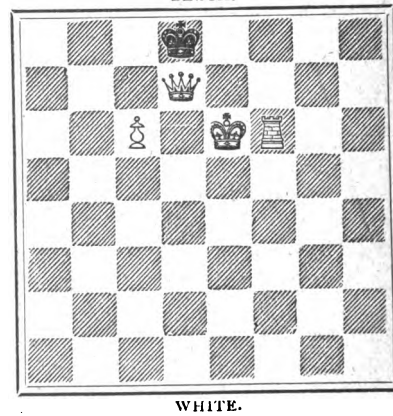

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Mate in five (No. 36).

Problem No. 7. Solution.—The white men draw first ande shall mate the blake kyng at iij. draughtis. Say chek w^{t} thi Roke in the pon ward & he must nedis take it w^{t} his knyght. Say thou yet chek with thi Roke in the same pointe & he must nedis take it with his other knight & lese hym. Then say chek mated in thy pon warde. Tnis is a faier Jup*er*tie for thow leses thy booth Rokes or thou mate hym the blake kyng.'

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Problem No. 8. Solution.—'Thow shalt mate hym with a pon at v. drawghtis yf thow play wel affter thy Roke & if thou knowe itt not thow shalnot mate hym at ix draughtis ffor he woll tel his draughtis for cause of thi Roke. ffirst draw thi roke in to a (R—K B sq). Sithen in to b (R—Q Kt sq). Than in to c (R—Q Kt 2). Than chek in thy pon warde that is in d (R—Kt 7 ch) & then chek mated w^t thi pon in D (P—B 7 mate). Ande if ye be a great plaier & can well defende your game ye shall never mate hym at ix draughtis with thy roke for sothe etc.'

H. J. R. MURRAY.

THE EVANS GAMBIT.

The Compromised Defence. The following variation in the famous Evans Attack is given in *Chess Openings Ancient and Modern*, one of the standard authorities on the openings.—*Queensland Sportsman.*

	WHITE.	BLACK.
1	P—K 4	1 P—K 4
2	Kt—K B 3	2 Kt—Q B 3
3	B—B 4	3 B—B 4
4	P—Q Kt 4	4 B × P
5	P—B 3	5 B—R 4
6	P—Q 4	6 P × P
7	Castles	7 P × P

.....The "Compromised Defence.

8	Q—Kt 3	8 Q—B 3
9	P—K 5	9 Q—K Kt 3
10	Kt × P	10 K Kt—K 2
11	B—R 3	11 R—Q Kt sq
12	Kt—Q 5	12 Kt × Kt
13	B × Kt	13 P—Kt 4
14	P—K 6	14 B P × P
15	B × Kt	15 P × B
16	Kt—K 5	16 Q—K 5
17	Q—Kt 3	17 P—Kt 3
18	Q—Kt 5	18 P—Kt 5

See Diagram

.....Freeborough and Ranken give this variation to here. At this stage they give

19	Q—B 6	19 R—B sq
20	Q—Kt 7	20 R—Kt 4
21	Q R—Q sq, and draws.	

In the Sydney Chess Club Gambit Tourney, Mr. Hall, playing Black, selected this defence (as he had only to draw the game to win first prize) against Mr. Crane, who, knowing the variation at move 18, tried to 'dodge' the draw and lost. Afterwards an analysis of the position was made, and Mr. F. J. Wallis demonstrated the unsoundness of the 'book' as follows:

19	Q R—Q sq	19 Castles (forc'd)
20	B—Kt 2	20 Q—B 4 or B 5
21	Q—K 7	21 Q—B 3
22	Kt—Kt 4, and wins.	

If 20 R—Kt 4,

21	Kt—B 7	21 R × Kt
22	R—Q 8 ch	28 R—B sq
23	Q—B 6, and wins.	

Apparently Black cannot save the game after 19 R—Q sq and 20 B—Kt 2.

Position after Black's 18th move:—

P—Kt 5.

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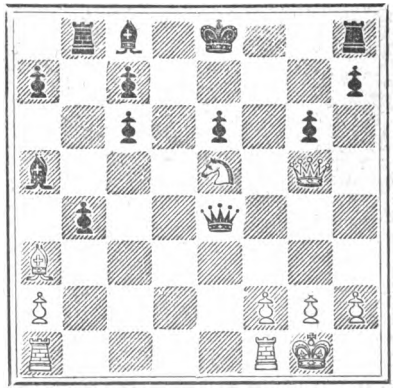

WHITE TO PLAY.

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CHESS LITERATURE.

SO many chess instruction books are now being issued for the use of beginners, that these are without excuse if they do not profit by all that is done for them. There are, for instance, several introductory treatises on the openings; there is at least one (by Mr. Blake) on end-games; and now that prolific author, Mr. Cunnington, comes out with a guide book for tyros to the middle game, which he calls "Chess Lessons for Beginners." This little work is of the same size as his other miniature books, which are published by Messrs. Routledge & Co., in connection with the British Chess Company of Stroud, and is of similar cheapness. The author does not attempt to define where the opening ends, and the middle game begins, nor does he start his illustrations of middle games from the points where books on the openings leave off. Nor, again, does he aspire to give illustrations of middle games resulting from all the openings, but he simply makes from various sources a selection of 22 games specially adapted to his purpose, and these are accompanied by explanatory notes and numerous diagrams. His reason for doing so is given in his preface thus: "The conduct of the middle game can only be learnt by experience, and by the study of good models; that is, by learning at your own expense, or at the expense of others. To make a strong player, neither of these methods is sufficient in itself. A happy combination of them is needed. The management of a whole game, from start to finish, cannot be brought under general rules." There are other valuable remarks on the conduct of the middle game, and we can heartily commend this little book to our younger readers.

Another little chess work which has been sent to us for notice by the publishers, Messrs. Sands & Co., of Burleigh Street, Strand, is "A Manual for Beginners," by Mr. R. F. Foster. It is one of a series called "The Burleigh Pocket Library," the others being on the games of Poker, Dice, and Dominoes. We have never heard Mr. Foster's name before in connection with chess, though it appears that he is a first-rate whist player, and conversant also with the other games which we have just mentioned. We are therefore hardly surprised to find some statements in this little work which an experienced chess player would not have made. One is at p. 19, that "when a Pawn goes beyond the middle line of the board, it is called a passed Pawn," and at p. 20 that the privilege of taking in passing is reserved for passed Pawns! Another minor error at p. 22 states that "a player will sometimes speak of his White Bishop or Black Bishop," in lieu of King's or Queen's Bishop, which is certainly news to us. At p. 42 it is stated in reference to a diagram on the next page that Black can draw by R—Kt 3; whereas White then wins by K—Q 7. On p. 62, "winning the exchange" is illustrated by a Pawn being given for a Kt, or a Rook for a Queen, whereas we have always understood that this term refers to the winning of a Rook for a minor piece. At p. 52 the author quotes Mr. Young's opinion in the "Minor Tactics of Chess" in opposition to that of Mr. Lasker, as though the dictum of the author of that and other absurd monstrosities could be for a moment comparable with the judgment of the champion player of the world. With these exceptions, we like the book, which is nicely printed and bound, and in addition to the stock information for beginners, contains a very useful chapter on "Chess Traps," as well as another on End-games.

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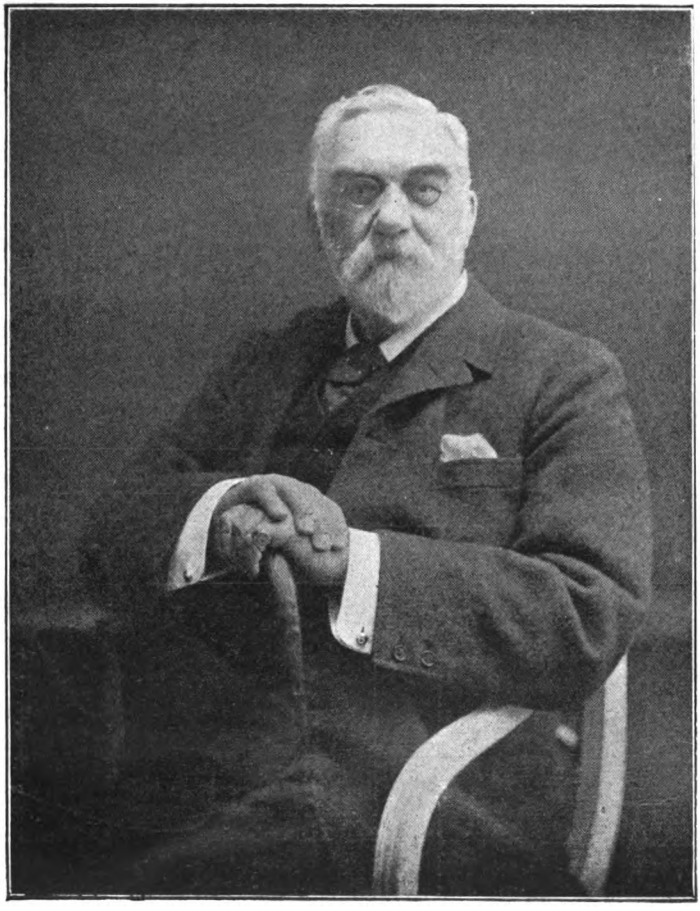

CAPTAIN BEAUMONT,

President Surrey County Chess Association.

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THE SURREY COUNTY CHESS ASSOCIATION.

THE Surrey County Chess Association has for years past been distinguished by its usefulness and popularity, but it has recently received a fillip in being signally brought into prominence by the hospitality and generosity of its esteemed and honoured president, Captain Beaumont. A short chronicle of its history is, therefore, *apropos*, before reporting on the function or entertainment held at the Crystal Palace, London, on Saturday, the 5th January last. For the following particulars we are indebted to Mr. Stanley B. Baxter, one of the hard working and enthusiastic vice-presidents.

The Association was founded in 1883, the initiative in its establishment being taken by Mr. Leonard P. Rees, then the hon. secretary South Norwood Chess Club (now president Redhill Chess Club). Mr. Rees mentioned his idea to Captain Beaumont, who promised his support. The first meeting was held at Croydon. Mr. Joseph Steele, then president of Croydon Chess Club, became first president of the Surrey Association.

Captain Beaumont followed Mr. Steele as president in 1884, and early in 1885 he gave the first of those entertainments to members, which have done so much to bind together the members of the Association.

Mr. STANLEY B. BAXTER.

Towards the close of 1886 Mr. L. P. Rees found it necessary to relinquish his secretaryship. Messrs. G. J. Clarke and Banks took the office jointly, but after a period they resigned. Another secretary was appointed, but (and here is the exemplification of the immense importance of the secretaryship) for some reason or another things seem to have been allowed to "slide," and for a year there is a "gap." In 1888, the president, Captain Beaumont, received the resignation of the secretary, and convened a meeting of the members, and Mr. S. B. Baxter was appointed hon. secretary. Captain Beaumont in 1889 gave a handsome Cup for competition, which was won by Mr. H. Swinburn Ward.

From this point up to the present time the history of the Surrey C.A. is one of steady progress and advancement. Mr. Baxter held secretaryship for two years, and then Mr. H. Swinburn Ward took the post. The good work that the latter gentleman has done for the Association cannot be over-

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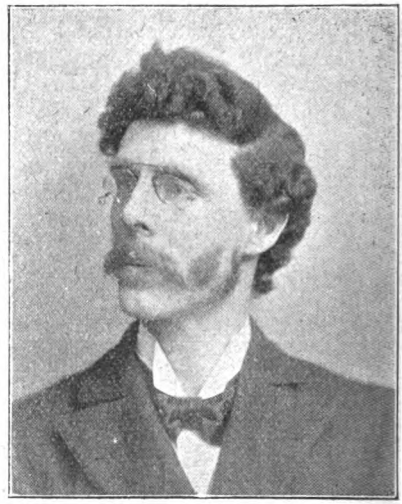
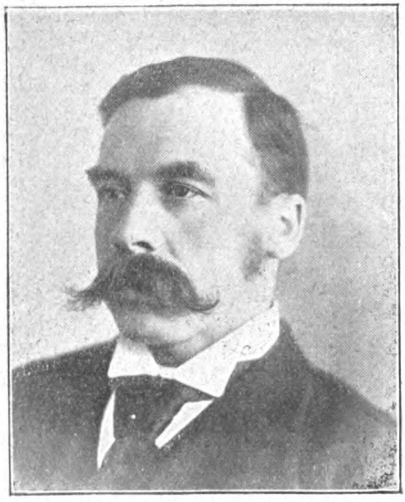
estimated. After resigning the secretaryship to Mr. W. P. Plummer (another prominent pillar in the edifice of the S.C.C.A.), he retained office as match secretary until two years ago. Mr. Swinburn Ward is now a vice-president of the Association and tournament secretary of City of London Chess Club.

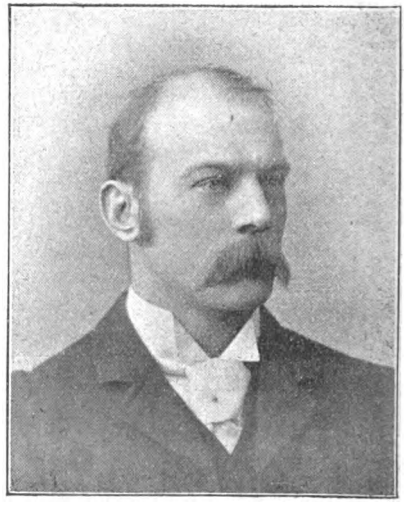
Mr. H. SWINBURN WARD.



Mr. W. P. PLUMMER.



Mr. T. H. MOORE.



Mr. E. HENDERSON.

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Mr. Plummer carried on the good work for some years and then retired. Mr. E. R. Turner, of Epsom and "The Spread Eagle" was the secretary for one year, and for a further year jointly with Mr. F. Anspach—the latter gentleman was secretary by himself for twelve months. These gentlemen were followed by Mr. T. H. Moore (hon. secretary London Chess League), who is now in his second year of office as secretary of S.C.C.A. Mr. Moore's position is so widely known in the chess world that any comment on our part is unnecessary. It is said that anything he puts his hand to in chess, spells success.

The S.C.C.A. has never had any definite head-quarters—no permanent club room of its own—and this is not difficult of explanation. Its interests are mainly Metropolitan. Its members chiefly reside in places like Battersea, Brixton, Clapham, Norwood, &c., and their chess relations are naturally very closely allied with one or other of the big London clubs. This was never perhaps more clearly shown than when the City and Surrey Clubs arranged a friendly match. Although the City Club won comfortably, their success was largely helped by Surrey men on the City side beating their own fellow county members.

About 1890, Mr. L. P. Rees foresaw disadvantage to the Association by reason of the work being confined to the Metropolitan area, and he drafted a scheme with a view to the decentralization of the interests of the S. C. C. A. This was eagerly taken up by the committee and secretary, and the work of the Association was spread over the whole county. This excellent move of Mr. L. P. Rees has done much to strengthen the position of the Association. The idea of decentralization commended itself also to the president, Captain Beaumont, and he, with the interest of the Society at heart, thought that he would further the scheme by resigning the presidency. The members much objected to his decision, and it required much firmness on his part to carry the idea; but he promised if the members wished it he would only stand down temporarily and be always ready to respond to their call if wanted again. Captain Beaumont secured the late Mr. Sutton Gover to act as president; later on he obtained the services of Sir George Newnes, Bart., as president for two years; and for a time Mr. Bentley MacLeod became president. Captain Beaumont has now been president for twelve of the eighteen years of the Association's existence. He thinks it would be to the benefit of the Association to have a fresh president every year, but we understand the members do not take kindly to this suggestion.

The 'Beaumont' Cup was another of Captain Beaumont's excellent ideas. Originated with the view to giving smaller clubs—from a numerical standpoint—some interest in the Association, it has been eminently successful by bringing outlying clubs such as Guildford and Redhill into active participation in the affairs of the S.C.C.A.

To Mr. Leonard P. Rees must be given the credit of the foundation of the Southern Counties Chess Union. He was first the secretary, and his natural genius for organizing secured a strong position for the Union. It has been an immense benefit to Surrey by giving the members something to compete for—and without such an incentive, an Association of any kind finds it difficult to justify an existence. At any rate it stimulates it

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and keeps it going. The absence of competition, whether amongst chess clubs or nations, is always the beginning of degeneration and decay.

The Annual Events of the Association are :—1, Surrey Trophy Competition (twelve a-side). 2, 'Beaumont' Cup Competition (six a-side). Above are for Surrey Clubs,—Trophy and Cup perpetually floating (cannot be won outright), medals to winning clubs. 3, Tournament of Championship of Surrey; there is a Cup for this, can be taken if won by same player three years consecutively, medal awarded to winner. 4, Handicap Tourney amongst members. 5, Competition for Championship of Southern Counties Championship (under auspices of Southern Counties Chess Union). 6, Monster Match with Kent—anything over 100 a-side. It should be mentioned that the Surrey Trophy is a fine piece of art, designed by Sir Wyke Bayliss, a prominent member of the Association.

It now remains for us to point out that a membership of this healthy Association can be obtained by an individual subscription of 2/6 per annum, or by being a member of a club which has become affiliated. Particulars will be furnished by Mr. T. H. Moore, hon. sec, 10, Lorn Road, Brixton, London, S.W., on application.

It is not difficult to imagine the pride which must be felt by the popular and genial president of this important organization, Captain Beaumont. He has fostered the enterprise from its infancy, and has ever been to the fore in supporting its objects, and has helped by munificent generosity to advance the cause of chess, and particularly chess in Surrey. This is evidenced by the entertainments he has provided for the Association, which have always been successful and have been immensely appreciated by those who have been fortunate enough to become his erstwhile guests. His past gatherings, which have been enlivened by attractive chess entertainments, he has this year eclipsed. The worthy president, who is noted for his retiring modesty, genuine affability and kindly disposition, conceived the idea that the commencement of the New Century should be marked by an entertainment on a larger scale than had hitherto been attempted. Never in the annals of chess has such an undertaking by one man been carried out, and it is not going one iota too far in saying that in conception and accomplishment it has proved to be unique. As announced in our pages, the reception took place in the Crystal Palace (the Garden Hall), on Saturday, the 5th of January. At three o'clock the guests began to assemble, and in about an hour afterwards—the time scheduled for the commencement of a bright programme—no fewer than 450 ladies and gentlemen had assembled, which number was considerably increased as the hours pressed along. Mrs. Beaumont was regrettably prevented from being present, but it is to the credit of Captain Beaumont's sister, Mrs. Mould, that she fulfilled the absentee's duty with a ladylike charm. The attractions of the eventful day spanned over a little more than seven hours, and there was not a dull moment from opening to close. The selection by the Captain of the Garden Hall for his reception was an admirable one, and as far as it was within the scope of possibility his hospitality in every respect left nothing to be desired; every detail for the comfort and enjoyment of his guests had been carefully and liberally provided for. Such a *re-union* as was witnessed on the 5th January cannot have but one effect—

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a fraternal respect for the president of the S.C.C.A. in his endeavour to popularise chess and bring the devotees of the county in social and friendly touch with each other.

The chess programme was set a-going with a "Rapid Transit" Tourney, which engaged sixty-four actual players and hundreds of spectators. It brought a full meed of the humorous, as might be expected, when a time-limit was given (for a time at least) of 120 moves an hour! The winners were Messrs. E. Anger and Girdlestone, who each received a prize. When this attraction was well on foot, Mr. Blackburne, the *par excellence* blindfold expert, and Mr. Curnock, a strong and popular Surrey amateur, gave *sans voir* exhibitions, the former taking six boards and the latter negotiating four. At the conclusion Mr. Blackburne won 2 games, the remainder being unfinished. Mr. Blackburne expressed the opinion that the game contested against him by Mr. E. Fairclough (Thornton Heath) was the best, and this gentleman received a prize. Mr. Curnock, who did not advance his games so well as the English champion, awarded the palm for best game against him to Mr. P. J. Allingham (Redhill), who also received a prize. Concurrently with the above performances, Mr. L. Hoffer confronted 24 players in "simultaneous" play, winning a large majority of his games. He awarded the prize to Mr. H. R. Allingham (Redhill) for the best game. The teams were all recognised as strong—each a good fighting set. Mr. Hoffer's peregrinating chess was witty, sociable, and thoroughly enjoyable, apart from its instructive features. Not one of his losing antagonists we are sure regretted being pitted against the "Here we are again" and *au revoir* chess traveller, who adroitly balanced humour and skill to the delight of everybody, and judging from appearances, even to himself. The last chess event was the Solution Tourney, but through other attractions occupying the attentions of so many, few seemed to muster courage to tackle the two three and four-move problems submitted. Captain Beaumont, writing to us in reference to the problems remarked, "Unfortunately there was so much excitement in the air, that it was impossible for solvers to sufficiently concentrate their thoughts," and that is about a straight truth. No member of the Association submitted solutions, though we know one or two came very nearly solving all. We give the problems by arrangement with the committee in our Problem Department.

Now came the concert, and a splendid concert too, a happy contrast to the whirligig of hours of chess. In the intervals of melody and harmony opportunity was given for a speech, and Sir Wyke Bayliss, the celebrated artist and president of the Royal Society of British Artists, burst eulogium upon eulogium and thanks upon thanks to the beaming president, amid a delightful storm of approval. He did not extend himself to the fulness of appreciation which many would liked to have echoed, but what was said was said well and with a true ring of sincerity. Of course the other inevitable opportunity could not be missed, and Captain Beaumont rose. Did ever a chess host or chess patron receive a more soundly unanimous reception? We doubt it. There is one thing to be said, and that is the captain's remarks were concise, "graceful and felicitous"; he held his audience up by his manly words and unobtrusiveness. He thanked with a touch of keen sensitiveness, the committee who had assisted him, the chess experts who

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helped him to carry out the programme, Mr. Oscar Barrett for managing the musical arrangements, and Sir Wyke Bayliss for speaking "so flatteringly of his work." In the concert programme were two delightful pianoforte *morceaux*, namely "Caïssa" and "Gage d' Amour," which were excellently interpreted, both being the composition of Captain Beaumont. Every item was a "treat," the talent being exceptionally good; but music, though much allied to chess, is hardly within our province here.

The following gentlemen acted officially, and we are enabled to give the photos of a few of the most active workers in this pleasant *fait accompli*. Mr. T. H. Moore, Mr. H. Swinburn Ward, Mr. W. P. Plummer, Mr. S. B. Baxter, Mr. B. G. Laws, Mr. E. Henderson, Mr. J. Burgess (secretary Brixton C.C.), Mr. H. L. Pring (secretary Richmond C.C.), Mr. W. T. Marshall (secretary Nightingale Lane C.C.), Mr. A. E. Parnell (secretary Thornton Heath C.C.), Mr. H. Gardiner (secretary Battersea C.C.), Mr. A. Salmon (secretary Wallington C.C.), Mr. N. O. Budden (secretary Redhill C.C.), Mr. W. Smart (secretary Clapham C.C.). Mr. H. W. Johnson and Mr. F. Anspach assisted Mr. Moore with the Rapid Transit Tournament.

WINNERS OF THE SURREY COUNTY INTER-CLUB TROPHY.

1883-84.	Croydon.
4- 5.	Brixton.
5- 6.	Brixton.
6- 7.	Brixton.
7- 8.	No competition.
8- 9.	Brixton.
9-90.	New Cross.
90- 1.	South Norwood.
1- 2.	South Norwood.
2- 3.	South Norwood.
3- 4.	South Norwood.
4- 5.	Battersea.
5- 6.	Brixton.
6- 7.	Dulwich.
7- 8.	Brixton.
8- 9.	Brixton.
9-00.	Battersea.

WINNERS OF THE SURREY CHAMPIONSHIP.

1883-84.	Mr. Herbert Jacobs.
4- 5.	Mr. Herbert Jacobs.
5- 6.	Sir Wyke Bayliss.
6- 7.	Mr. Herbert Jacobs.
7- 8.	No. competition.
8- 9.	Mr. Herbert Jacobs.
9-90.	Mr. H. Swinburn Ward.
90- 1.	Mr. W. N. Osborne.
1- 2.	Mr. J. P. Mollard.
2- 3.	Mr. J. P. Mollard.
3- 4.	Mr. Evan Cresswell.
4- 5.	Mr. H. H. Cole.
5- 6.	Mr. H. W. Peachey.
6- 7.	Mr. H. S. Barlow.
7- 8.	Mr. A. Curnock.
8- 9.	Mr. A. W. Fisher.
9-00.	Mr. A. J. Mass.

WINNERS OF THE 'BEAUMONT' CUP.

1895- 6.	Dulwich.
6- 7.	Richmond.
7- 8.	West Norwood.
8- 9.	Redhill.
9-00.	Guildford.

WINNERS OF THE SOUTHERN COUNTIES CHAMPIONSHIP.

1893- 4.	Surrey.
4- 5.	Sussex.
5- 6.	Surrey.
6- 7.	Surrey.
7- 8.	Cambridgeshire.
8- 9.	Surrey.
9-00.	Surrey.

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THE COUNTIES AND CRAIGSIDE TOURNAMENT.

UNQUESTIONABLY one of the most enjoyable Meetings in the year is that held annually in the first week of January, at the Craigside Hydro, Llandudno. One reason for this is that the climatic condition of the famous seaside resort at this season of the year is a delightful change from the gloom prevailing in most parts of the country; but a more important reason is undoubtedly the fact that the whole of the competitors are, as one might say, for that week a "band of brothers," all living under one roof. At but few contests is it possible for competitors to house together, and also play in the same establishment; but the advantages, when this can be done, are numerous.

No Meeting was held in January, 1900, as extensive alterations were in progress at the Hydro; but the Tourney was merely suspended, and came to the fore again last month. In accordance with a suggestion made at the previous Meeting, the old division of competitors into two classes was discontinued, and three sections were adopted, viz.: (1) "Cup" tourney, for previous winners of the Craigside cup, or of an open tourney; (2) for recognised first-class amateurs; and (3) for those ineligible for the first two classes. In the two-class contests of 1897, '98, and '99, the numbers of competitors were respectively 10, 8; 11, 9; and 12, 10. As the entry seemed to grow year by year, and it was desired to finish the tournament in the week, the three-fold division was becoming a matter of necessity.

Since the Meeting of 1899, there has been a change of hon. secretaries, Mr. Arthur Firth, a most popular and zealous official, having left Llandudno for Richmond. The duties devolved upon Dr. J. Miles Chambers, who bids fair to rival Mr. Firth himself. Inexperience of the duties and routine caused the notices of the Tournament to be rather late in appearance, and not too well distributed when they were forthcoming; and consequently, the entry was perhaps rather less numerous than it might have been. As it was, four entered the "Cup Tourney," six the first class event, and ten the second class, though one of these failed to appear. In the aggregate, the entry was little inferior to previous tourneys, but classes of four and six were scarcely full enough. Messrs. Victor Wahltuch and Coates, of Manchester, had intended to enter, but details of the contest were by some oversight not furnished to them. The separation of the 'Cupites,' also, was not to the taste of all interested, and one well-known expert, at least, was absent probably on this account. The names of the entrants were:—

Cup Tourney:—Messrs. H. E. Atkins (Leicester), G. E. H. Bellingham (Dudley), A. Burn (Liverpool), and W. H. Gunston (Cambridge).

First Class:—Messrs. N. Clissold (Liverpool), H. V. Crane (Manchester), A. Dod (Liverpool), A. J. Mackenzie (Birmingham), C. H. Sherrard (Stourbridge), and B. D. Wilmot (Birmingham).

Second Class:—Mrs. Fagan and Miss Finn (London), Messrs. T. H. Billington (Birmingham), M. D. Crewdson, R. W. Genese (Aberystwyth), W. Leech, C. F. Lewis (Birmingham), R. J. Quelch (Hastings), and Rev. J. L. Peach (Malton).

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The results of the play in the several classes are here appended:—

CUP TOURNEY.

	Burn.	Atkins.	Gunston.	Bellingham.	Total.
Mr. A. Burn	—	1 1	½ 1	½ ½	4½
Mr. H. E. Atkins	0 0	—	1 ½	1 1	3½
Mr. W. H. Gunston	½ 0	0 ½	—	1 1	3
Mr. G. E. H. Bellinghan	½ ½	0 0	0 0	—	1

First prize, £8 8s., Mr. Burn; second prize, £6 6s., Mr. Atkins; third prize, £4 4s., Mr. Gunston. Mr. Burn also won outright the Craigside Challenge Cup, this being his third victory in succession.

FIRST-CLASS TOURNEY.

	Dod.	Sherrard.	Clissold.	Crane.	Mackenzie.	Wilmot.	Total.
Mr. A. Dod	—	1	0	1	1	1	4
Mr. C. H. Sherrard	0	—	1	1	1	0	3
Mr. N. Clissold	1	0	—	0	1	0	2
Mr. H. V. Crane	0	0	1	—	0	1	2
Mr. A. J. Mackenzie	0	0	0	1	—	1	2
Mr. B. D. Wilmot	0	1	1	0	0	—	2

First prize, £8 8s., Mr. Dod; second prize, £6 6s., Mr. Sherrard; third prize, £4 4s., equally divided between the remaining four competitors.

SECOND-CLASS TOURNEY.

	Billington.	Fagan.	Lewis.	Finn.	Peach.	Quelch.	Genese.	Crewdson.	Leech.	Total.
Mr. T. H. Billington...	—	1	1	0	1	1	1	1	1	7
Mrs. Fagan	0	—	1	1	0	1	1	1	1	6
Mr. C. F. Lewis	0	0	—	½	1	1	1	1	1	5½
Miss Finn	1	0	½	—	½	0	1	1	1	5
Rev. J. L. Peach	0	1	0	½	—	0	1	1	1	4½
Mr. R. J. Quelch	0	0	0	1	1	—	1	½	0	3½
Mr. R. W. Genese	0	0	0	0	0	0	—	1	1	2
Mr. M. D. Crewdson	0	0	0	0	0	½	0	—	1	1½
Mr. W. Leech...	0	0	0	0	0	1	0	0	—	1

First prize, £5 5s., Mr. Billington; second prize, £3 10s., Mrs. Fagan; third prize, £2 2s., Mr. Lewis.

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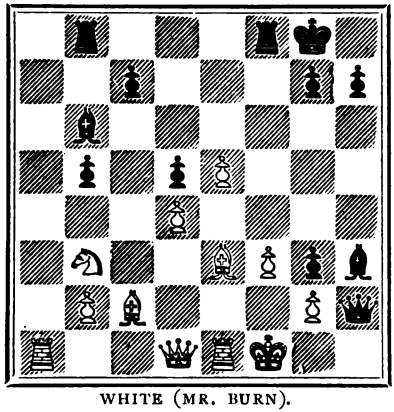
It was arranged that the 'Cup' players should contest a two-round tourney, and the others one round. In Class I. the Lasker system of scoring drawn games was to be tried, viz., ¼ each, the game to be replayed and to score ½ to either winning it, and ¼ each, if again drawn. Curiously enough, not a single drawn game occurred in this class out of a total of 15 games.

A Handicap was played during the week, Messrs. Burn, Atkins, and Gunston taking the three prizes. The committee met at the conclusion of the Meeting and resolved upon carrying on future Tournaments on the same lines, while the Hydro undertook to furnish a new Cup for competition. The management are to be highly praised for their enterprise, and we venture to prophesy increasing success at future gatherings.

It will be seen that Mr. Burn went through his section without the loss of a game, but he had a narrow escape in one of his games with Mr. Bellingham, who played an attack invented by Captain Mackenzie, sacrificing a Kt at K Kt 6. In the position shown, Mr. Burn played 22 Q—K 2 (R—K 2 was better), giving an opportunity for 22..., Q—R 8 ch; 23 B—Kt sq, B × P ch; 24 Q × B, R × P ch, winning easily. Instead, Bellingham played 22..., R × P ch; 23 Q × R, B × P ch; 24 Q × B, R—K B sq ch; 25 K—K 2, Q × Q ch; 26 K—Q 3, and Black had eventually to fall back on a perpetual check to draw.

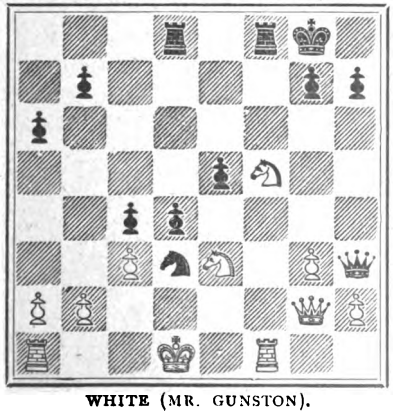
BLACK (MR. BELLINGHAM).



WHITE (MR. BURN).

Strange to say, the Dudley player, who was far from being in his best form, was guilty of a similar lapse in his first game of the contest, with Mr. Gunston. At his 16th move, playing the French Defence, he had soundly sacrificed a Kt for the two centre Pawns, and after White's 25th move the position was as shown on annexed diagram.

BLACK (MR. BELLINGHAM).



WHITE (MR. GUNSTON).

Black's next move (25..., P × Kt) was weak, and allowed a brilliant finish by the Cambridge professor with 26 Kt—K 7 ch, K—R sq; 27 Kt—Kt 6 ch, K—Kt sq [if ..., P × Kt; the Q takes Q with a useful check]; 28 Q—Q 5 ch !, Resigns. At the stage diagrammed Black had a choice of winning methods, the simplest perhaps being ..., Q × Q; 26 Kt × Q, P × P; 27 K moves, P × P, &c.

Burn appeared to have the worst of his other game with

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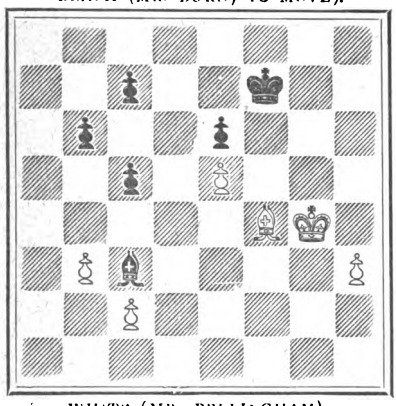
Bellingham at one stage, but he cleverly brought about a draw by skilful manœuvring of the Bishop in the position shown:—

BLACK (MR. BURN) TO MOVE).



WHITE (MR. BELLINGHAM).

The continuation was:—

	BLACK.	WHITE.
37	———	37 P—Q Kt 4
38	P—R 4	38 P—B 3
39	P—R 5	39 B—R 5
40	K—Kt 5	40 B—Q sq ch
41	K—R 6	41 B—R 5
42	B—Kt 5	42 B—Kt 6

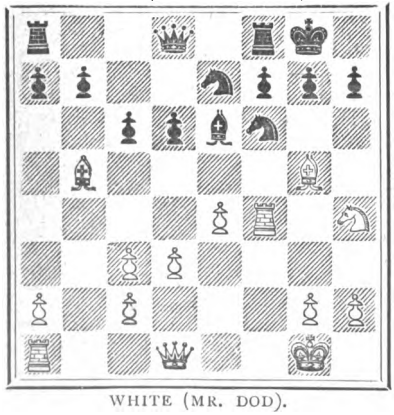
And a draw resulted.

Mr. Atkins in several games tried irregular defences, but he got into a rare muddle so early as the sixth move in his game with Gunston as thus:—White (Gunston), Black (Atkins), 1 P—K 4, P—Q 3; 2 Kt—K B 3, Kt—Q 2; 3 P—Q 4, P—K Kt 3; 4 Kt—B 3, B—Kt 2; 5 B—Q B 4, K Kt—B 3?; 6 P—K 5! The Leicester player managed to recover afterwards, and the game was drawn by repetition of moves. Mr. Atkins, who has taken the measure of Mr. Bellingham to a curious degree, won both his games with this gentleman, thus keeping up a remarkable succession of victories. Mr. Gunston had rather the better of his first game with Burn, having at one time an opportunity of winning the exchange; but he was quite outplayed in the second encounter.

The finest game in the whole Meeting has to be recorded in Class I., this being a splendid win by Mr. Dod over the second prize winner. We give the game entire.

GAME No. 1,979. *Four Knights' Game.*

BLACK (MR. SHERRARD).



WHITE (MR. DOD).

	WHITE. Mr. A. Dod.	BLACK. Mr. C. H. Sherrard.
1	P—K 4	1 P—K 4
2	Kt—K B 3	2 Kt—Q B 4
3	Kt—B 3	3 Kt—B 3
4	B—Kt 5	4 B—Kt 5
5	Castles	5 Castles
6	P—Q 3	6 B × Kt
7	P × B	7 P—Q 3
8	B—Kt 5	8 Kt—K 2
9	Kt—R 4	9 B—K 3
10	P—K B 4	10 P × P
11	R × P	11 P—B 3

See Diagram.

12	R × Kt!	12 P × R
13	Q B × P	13 Q—Kt 3 ch

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14 P—Q 4	14 Q × B	19 Q × B	19 Q × R ch
15 Kt—B 5	15 P—K R 3	20 K – B 2	20 R – K Kt sq
16 Kt × Kt ch	16 K—R 2	21 Q—B 5 ch	21 R—Kt 3
17 P—Q R 4	17 Q—Kt 7	22 Kt × R	22 K—Kt sq
18 P—Q 5	18 B—Kt 5	23 Q—Kt 4	24 Resigns.

GAME No. 1,980.

Played at Llandudno, 2nd January, 1901.

Ruy Lopez.

NOTES BY R. TEICHMANN.

WHITE. Mr. H. E. ATKINS.	BLACK. Mr. W. H. GUNSTON.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—Kt 5	3 P—Q R 3
4 B—R 4	4 Kt—B 3
5 P—Q 3	

A tame move, which allows Black an even game.

	5 P—Q 3
6 Kt—B 3	6 P—K Kt 3
7 B—K 3	7 B—Kt 2
8 P—K R 3	8 P—Q Kt 4
9 B—Kt 3	9 B—K 3
10 Q—Q 2	10 B × B
11 R P × B	11 Kt—K 2
12 Castles	12 P—B 3
13 B—R 6	13 Castles
14 Q R—K sq	

R—Q sq seems a better move here; but anyhow the King's Rook should have been played, so as to maintain the attack on Black's weak Rook's Pawn.

	14 Kt—Q 2
15 P—Q 4	15 Q—B 2
16 Kt—Q sq	16 Q R—Q sq
17 K—R sq	

The object of this move is not clear; it can only be accounted for by pressure of time.

	17 P—K B 4

.....This move disorganises the Black position, and it is very doubtful whether Black could have saved the game afterwards. Still it appears that on the 20th move he would have done better to retake with the Knight instead of the Pawn. It is safe to say that the advance of the King's Bishop's Pawn is always bad when the King's Pawn is attacked by the opponent's Queen's Pawn, as in that case the Pawns become isolated and weak, apart from the exposure of the King.

18 B × B	18 K × B
19 Kt—Kt 5	19 R—B 3
20 K P × P	20 Kt P × P
21 P—Q B 4	21 K—R sq

....This move weakens the position; but Black apparently thought he could play his Queen's Rook to King's Knight's square, and obtain an attack. White now begins to play very energetically, and finishes the game in good style.

22 P × K P	22 Kt × P

.....Losing absolutely; but P × P though better, would not have saved the game either.

23 P—B 4	23 P—R 3
24 P × Kt	24 Q P × P
25 Kt—B 7 ch	25 R × Kt
26 Q × P ch	26 K—Kt sq
27 Q—K 6	27 P—K 5
28 P—B 5	

Of course, R × P at once was not feasible, on account of the reply R—Q 3.

	28 R—Q 5
29 Kt—K 3	29 Q—Q 2
30 Q—R 6	30 R – Q 6
31 R—B 4	31 R—R 2
32 Q—B 6	32 R—B 2
33 Kt—Kt 4	

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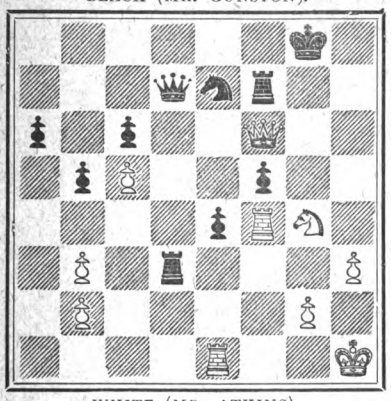
Position after White's 33rd move:—

Kt—Kt 4.

BLACK (MR. GUNSTON).



WHITE (MR. ATKINS).

A very elegant move, which wins by force. The remainder is plain sailing for White.

		33 Kt—Q 4
34	Q—Kt 6 ch	34 R—Kt 2
35	Q × K B P	35 Q × Q
36	R × Q	36 R × P
37	R × P	37 R × P
38	R—K 8 ch	38 K—R 2
39	R—R 5 ch	39 K—Kt 3
40	R—R 6 ch	40 K—B 4
41	R × P	41 P—R 4
42	R—K 5 ch	42 K—B 5
43	R × Kt	43 P—R 5
44	R—Q 4 ch	44 K—Kt 6
45	R—Q 3 ch	45 K—B 5
46	R—K 6	46 P—Kt 5
47	R—Q 4 ch	47 K—B 4
48	R—B 6 ch	48 K—Kt 4
49	R—Q 5 ch	49 K—R 5
50	K—R 2	50 R—K R 2
51	Kt—B 2	51 Resigns.

THE CHESS WORLD

TO OUR SUBSCRIBERS.

SUBSCRIBERS who have not yet paid the Subscription for the current volume will greatly assist the Editor by remitting the amount—**EIGHT SHILLINGS**—without delay. Postal Orders to be *crossed* "& Co."—*The numbers of the orders should be kept for reference.* Cheques to be made payable to *British Chess Magazine.* All communications to be addressed: *British Chess Magazine*, 38, Park Cross Street, Leeds.

For the convenience of our American subscribers we have decided to accept $**2** in U.S. notes, in payment of one year's subscription. American exchanges will greatly oblige by giving publicity to this information.

public.

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LAST month we referred to the enterprise of the Norwich Club; now we have pleasure in announcing that the generosity of a leading member of the North Manchester Club has resulted in the engagement of the world's champion as 'coach' to the members of that club for at least twelve months. Doctor Lasker has already taken up his residence in "Cottonopolis," and will attend the club—which meets at Dyson's Restaurant, Church Street—daily, from one to three in the afternoon, also one evening each week. He will also play for the club in matches where the opposing player makes this course desirable.

The Doctor's method of teaching is excellent. He plays and gives reasons for his moves; comments upon, and alters the move of his opponent if necessary; at the same time imparting chess instruction of the very highest standard. Later on will follow lectures on the Openings, Development, Combination, End-Game play, &c. Of course the agreement provides for considerable leave of absence to enable Doctor Lasker to fulfil engagements of National and International importance.

We heartily congratulate the members of the North Manchester Club on their good fortune in receiving such a splendid "New Century gift.' Their benefactor will have his reward in the knowledge that the good results that will arise from the presence of Doctor Lasker in Northern Chess Union territory will not be confined to Lancashire alone. Already the influence is manifest, as a chess column under his editorship was started in the *Manchester Evening News* of January 23rd, and we hope that the secretary of each County Association will regard it a duty to help Doctor Lasker to make his column reliable and up to date for general Northern chess news; it goes without saying that for games and instruction it will be second to none.

It is rumoured that immediately after the Monte Carlo Tourney, an International one will be organised by the members of the Havana Club.

The "At Home," arranged by the Ladies' Chess Club for January 26th, and postponed in consequence of the death of Her Majesty the Queen, will take place shortly after Easter.

Surrey Trophy Competition.—The Battersea Chess Club (holders) met the Nightingale Lane Club in this competition on Tuesday, January 15th, and were successful by 6½ games to 5½.

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Yorkshire.—The contest for the Championship of Yorkshire has resulted in the success of Mr. J. Musgrove, Leeds. Next month we shall give a sketch of Mr. Musgrove's chess career, and full particulars of the contest.

An interesting match with 20 players on each side was contested at Cheltenham, on January 12th, between teams representing the Bristol and Clifton Club and North Gloucestershire, the latter combination being defeated by 11 points to 9.

The Brooklyn *Daily Eagle* of January 17th reports that Pillsbury will not be a competitor at the Monte Carlo Tournament, and states that the famous hero of Hastings had decided to take a wife, and that the wedding was set down for January 20th, at St. Louis.

Two telegraph matches have taken place in Australia, with ten players on each side. The first on November 12th, was between Victoria and West Australia, and was won by the latter with the score of 6 to 4. The other between New South Wales and Queensland was drawn, each scoring 5.

The present season's contest for the championship of the Herefordshire Chess Association has been won for the third year in succession by Mr. W. Collins, and the clock presented by the proprietors of the *Hereford Times* now becomes his property. Mr. Collins won 10 games out of 12 in the latest contest.

Twenty players are taking part in the All Russian National Tournament, at Moscow, and among them are Tchigorin, Schiffers, Janowski, Rosenkranz, and Lebedew. Janowski has received a very warm welcome from the Amateur Chess Club at St. Petersburg, and in a simultaneous contest there of 30 games he won 20, lost 6, and drew the rest. In a Handicap Tourney at St. Petersburg, Tchigorin and Schiffers seem to have been overweighted in having to yield too heavy odds, for neither of them won a prize.

Birmingham and District.—The second round of the Midland Counties Union's Championship Contest brought about the following results:—

Thurs., Dec. 20.—At Nottingham, Leicestershire 9½, Nottinghamshire 4½.
Sat., January 12.—At Oxford, Warwickshire 8½, Oxfordshire 3½.
Sat., January 12.—At Hereford, Worcestershire 7, Herefordshire 5.
Sat., January 12.—At Wolverhampton, Staffordshire 11½, Shropshire 5½,

In the semi-final round, Warwickshire meets Leicestershire, at Leicester, and Worcestershire meets Staffordshire, probably at Wolverhampton.

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Kent Chess.—The contest among the clubs in the four geographical divisions of Kent has resulted in Canterbury being champion of the S. Easter, while Rochester hold the position for Mid Kent. In West Kent, Sevenoaks have a very good chance, while the new Bromley Club seems likely to lead among the North Kent Clubs If these clubs are thus successful they will enter the final contest for the Cup.—At Folkestone, arrangements are in progress for holding the Kent Chess Congress there next Whit-Monday.—The correspondence match Kent *v.* Sussex is steadily progressing, and Kent has a good lead.

The Tournament at Simpson's Divan ended on 29th December, with the following result:—

	1	2	3	4	5	Total.
Mr. R. Teichmann ... ... (1)	—	½	1	½	1	3
Mr. F. J. Lee ... ... (2)	½	—	1	0	1	2½
Mr. O. C. Muller ... ... (3)	0	0	—	1	1	2
Mr. L. Van Vliet ... ... (4)	½	1	0	—	½	2
Mr. J. Mortimer ... ... (5)	0	0	0	½	—	½

It would be impossible, even if it were desirable, to follow Mr. Pillsbury in his chess tours through his own country and Canada, so as to record all his brilliant successes and extraordinary feats of memory and intellect. One of these is so much like another, that we may fairly select one as a specimen of the whole. At Montreal, on November 2nd, he played with 25 simultaneous opponents, winning 20 games, drawing 2, and losing 3. The next day he encountered in blindfold play 16 opponents, 12 of whom he defeated, drew with 3, and lost to only one. An ordinary player would then have taken a rest, but as soon as this match was over, Pillsbury challenged to single combat any who would play with him, with what result we have not heard.

Owing to the increased expenses of its new and splendid home, the Vienna Club has raised its subscription to 80 crowns, but, notwithstanding this, the membership has increased last year from 360 to 473. The list of visitors to the club also showed an augmentation from 355 in 1899, to 1150 in 1900, among the latter having been Janowski and Lasker.

The Munich Club has likewise raised its roll of members to 101, and has a home of its own at the Café Royal, Karlsplatz. The possession of a club house seems to be getting quite common on the Continent, for besides those just mentioned the two principal clubs at Berlin, the Augustea at Leipzig, one of the Frankfort clubs, and two in Paris occupy their own premises, in addition to others which we cannot now recall. How is it then that English chess clubs are so far behind in this respect?

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Chess in Scotland.—'Richardson' Cup. Edinburgh having defeated Aberdeen and Burns (Glasgow), the final tie now lies between the Glasgow Chess Club and Edinburgh, and will be played at Edinburgh on the 9th February probably.

Nineteen clubs are now affiliated to the Scottish Chess Association, and this body now has charge and control of the 'Richardson' Cup, and also of the 'Spens' National Memorial, which is to take the form of a Cup for Junior Clubs, and a Gold Medal annually to the winner of the Scottish Championship.

The Association accounts were passed at a committee meeting at Stirling, on 19th January, and showed a balance to the credit of £80. The next annual Tournament was fixed to begin in the rooms of the Glasgow Chess Club, on 24th May, when there will be the usual competitions, viz., the Championship or Major Tournament, the Minor Tournament, and the Handicap. The president of the Association, Mr. Andrew T. Reid, of Glasgow, has offered twenty guineas to increase the prize money, so that the total amount to be distributed will now be about £40, in addition to the 'Spens' Memorial Gold Medal. All members of the Association are at liberty to compete. The Tournament lasts about a week, and the entry money is from 2/6 to 10/-. Membership of the Association costs 5/- per annum, and may be obtained by sending a remittance with name and address to the secretary, Mr. B. B. Maxwell, 28, St. Andrew's Square, Edinburgh. As the Glasgow Exhibition will be open while the Tournament is on, a large number of entrants is expected.

Northern Counties County Championship.—Two matches were set down for decision during the past month, but unfortunately Cumberland could not raise a team to meet Yorkshire on January 19th.

Cheshire *v.* Lancashire: Northern Counties Chess Union County Championship Competition.—The match between these two counties in the first round of the above competition was played at the rooms of the North Manchester Chess Club, Dyson's Restaurant, Church Street, Manchester, on Saturday, 26th January, 1901, and resulted in a decided win for the County Palatine. By agreement between the officials of the two counties, the teams were to consist of 20 players and 5 reserves. The number of games actually scored was 21. Play commenced at 3-40 and ceased at 7-40, after which both teams had tea together. The arrangements made by the North Manchester Club were of the usual elaborate and complete description, and the match attracted a large number of spectators, who followed the varying fortunes of the games with the keenest interest. Play took place in the spacious dining room of the Restaurant, which has already been the scene of important county contests, and which bids fair to become identified with the royal game in the North. One pleasing feature was the use at most of the boards of the new 'Congress' chess clocks, the handsome cases and large white dials of which gave quite a scientific air to the tables. The clocks were also appreciated by the players on account of their accuracy, subdued ticking, and the noiselessness with which the starting and stopping was effected. Dr. Lasker was amongst the spectators, evidently taking an interest generally in the games, and particularly watching with a fatherly eye several of the players with whom he has

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already come in contact during his short connection with the North Manchester Club. When the scoring sheet was posted it was at once seen that the Cheshire team had a stiff fight before them; the Lancashire team contained the names of many prominent players for the county. Somewhat to the general surprise, the Lancashire captain (Mr. Amos Burn) elected to play second board, placing the Lancashire champion, Dr. J. H. Shaw, of Liverpool, at the head of the team, a graceful compliment to the Doctor's position as champion of the county, and a very useful and desirable precedent for future matches. The game at No. 1 board between the two champions (Mr. Rhodes Marriott and Dr. Shaw) was still in progress when the time expired, but Dr. Lasker (who at the request of the captains acted as adjudicator) had no difficulty in awarding a win for the Lancashire representative. The game at No. 2 board between Mr. Amos Burn and Mr. E. A. Greig attracted a great deal of attention, especially when it was found that the Cheshire representative was holding his own against the famous player and making a really good fight; just before the close of play, however, Mr. Burn was able to obtain a definite winning advantage, and scored the game for his county. After Dr. Lasker had concluded his adjudications on the four games left unfinished, the final score was announced as follows: Lancashire 17 wins, Cheshire 3 wins, draws 2. Full score:—

LANCASHIRE.		CHESHIRE.	
Dr. J. H. Shaw	*1	Mr. R. Marriott	*0
Mr. A. Burn (Capt.)	1	Mr. E. A. Greig	0
Mr. F. C. Carroll	0	Mr. C. Brevig	1
Mr. A. Dod	1	Mr. J. Macdonald (Capt.)	0
Mr. C. Löbel	0	Mr. S. Andrade	1
Mr. S. Wellington	1	Mr. J. D. Chambers	0
Mr. F. E. Spedding	1	Mr. R. D. Hislop	0
Mr. P. R. England	1	Mr. C. M. Rogers	0
Mr. A. Brodsky	1	Mr. A. Carter	0
Mr. C. H. Wallwork	1	Mr. G. H. Ogden	0
Mr. J. D. Harris	0	Mr. F. Macdonald	1
Mr. C. Coates	1	Mr. W. A. Hawes	0
Mr. F. Hamel	*1	Mr. W. H. Horsfall	*0
Mr. F. Lœwenthal	1	Mr. H. B. Lund	0
Mr. T. H. Lambert	1	Mr. A. Munroe	0
Mr. W. B. Shaw	1	Mr. O. D. Pennington	0
Mr. M. Holt	1	Mr. E. Berry	0
Mr. J. J. Seanor	*½	Mr. C. Hague	*½
Mr. T. H. Halley	1	Absentee	0
Mr. A. E. Moore	1	Mr. A. Slater	0
Mr. W. H. Burgess	*1	Mr. F. E. Kenworthy	*0
Mr. Thos. A. Farron	½	Dr. C. Atkinson	½
	18		4

* Adjudicated by Dr. Lasker.

Northern Counties Individual Championship.—The following is the draw for the order of play in this contest:—

Cumberland
Mr. H. Doyle (Egremont)
v.
Lancashire
Dr. Shaw (Liverpool).

Northumberland
Mr. F. Downey (Newcastle)
v.
Durham
Mr. J. Birks (West Hartlepool).

Yorkshire
Mr. J. Musgrove (Leeds)
v.
Cheshire
Mr. R. Marriott, Junr. (Sale).

Lincolnshire—a bye.
Mr. J. Wilson, M.A. (Louth).

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The time-limit is 20 moves an hour; and it is to be hoped that the first round will be finished by February 16th.

Correspondence Match: Northern Counties Union *v.* Southern Counties Union.—The latest score in this contest is South 21, North 12, Drawn 7.

THE LONDON LEAGUE COMPETITION.—Play in all three sections of the London Chess League has proceeded smoothly during the month, and the various contests now stand in a very interesting position.

RESULTS OF LEAGUE MATCHES.

"A" DIVISION.

January	10	East London	11½	...	West London	8½.
,,	14	Atheræum	16½	...	Lee	3½.
,,	17	Metropolitan	14½	...	West London	5½.
,,	19	Hampstead	10	...	Athenæum	9.
		* One game for adjudication.				
,,	24	Battersea	10½	...	East London	9½.
,,	24	North London	10½	...	Lud-Eagle	9½.

LONDON CHESS LEAGUE SCORE, 1900-1.

"A" Division. Lud-Eagle, Metropolitan, and North London are well in front of the remaining competitors.

		1	2	3	4	5	6	7	8	9	10	11
Athenæum	1	—	1		1			1	0	1		½
Battersea	2	0	—		1			1	0		0	½
Brixton	3			—		0			0	0		0
East London	4	0	0		—	1	0			0	1	1
Hampstead	5			1	0	—	0		0		0	
Insurance	6				1	1	—	1	0		0	1
Lee	7	0	0				0	—	0	0	0	0
Lud-Eagle	8	1	1	1		1	1	1	—		0	
Metropolitan	9	0		1	1			1		—		1
North London	10		1			1	1	1	1		—	
West London	11	½	½	1	0		0			0		—

"B" Division. No. entries.

"C" Division. In this Division the leader is the Polytechnic, with six successive wins.

		1	2	3	4	5	6	7	8	9	10
Barnsbury	1	—		0	0	0	1				
Clapham	2		—		½		1		1	1	1
Kennington	3	1		—	1	0		½		1	
Maida Vale	4	1	½	0	—	0					
Polytechnic	5	1		1	1	—	1	1			1
St. Martin's	6	0	0			0	—	0		1	
Toynbee	7			½		0	1	—	1		1
Walthamstow	8		0					0	—	½	1
West Norwood	9		0	0			0		½	—	0
Willis Street	10		0			0		0	0	1	—

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Early Division. At the time we go to press, Forrest Gate is leading with $2\frac{1}{2}$ out of 3.

	1	2	3	4	5	6
Forest Gate	—	1		½	1	
Ladies	0	—	½			½
London County Council		½	—	½		
Local Government Board	½		½	—		
Victoria	0				—	0
Wood Green		½			1	—

OBITUARY.

IT is with regret that we have to record the death of Mr. Abraham Mocatta, a prominent supporter of London chess, who died on 25th December last, in his 71st year. The deceased gentleman was of high Jewish lineage,—he was closely related to the great Montefiore family, of which the late Sir Moses Montefiore was long the revered head—and he acquired his first knowledge of chess from his uncle, Mr. Moses Montefiore, junr., whom he soon managed to outstrip in strength of play. He then began to visit the leading London chess resorts of that period, and improved so much that he was a regular opponent not only of the great Howard Staunton, but also Capt. Evans, Buckle, Bird, Boden, and other celebrities. In later years he met and played with Wisker, Steinitz, Zukertort, Blackburne, Potter, Lasker, and others, including most of the notable foreign chess experts who competed in the English international tournaments. He was an ardent admirer and student of Steinitz's play. Mr. Mocatta joined the City of London Club in 1885, and in 1894 he was elected president, and re-elected in 1895-96, 1896-97. At the annual meeting in 1897 he was elected vice-president, which position he retained until his death. He subscribed liberally to the tournament funds, and otherwise rendered efficient financial aid to the club, at which he was a constant visitor. He took especial delight in the progress of young players. His loss has been greatly felt throughout the whole Metropolitan chess world. Mr. Mocatta was "a City man" of the best type, and was highly respected in financial circles for his probity and absolute uprightness.

GAME DEPARTMENT.

GAME No. 1,981.

Consultation Game played at the Amateur Chess Club, St. Petersburg.

Ruy Lopez (Four Knights' Game).

NOTES BY R. TEICHMANN.

WHITE.	BLACK.		
M.M. E. SCHIFFERS and A. LEWIN.	M.M. J. ZEYBOTH and M. TCHIGORIN.		
1 P—K 4	1 P—K 4	2 Kt—Q B 3	2 Kt—Q B 3
		3 Kt—B 3	3 Kt—B 3
		4 B—Kt 5	4 P—Q 3
		5 P—Q 4	5 Kt—Q 2

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.....The purpose of this move, which was introduced by Tchigorin, is to maintain the Pawn at K 4.

6 Castles

If White had played here P × P, Black's answer would have been Kt (B 3) × P, with a good game. If, however, 6 B × Kt, P × B; 7 P × P, then P × P, followed by B—Q 3, and Black obtains an attack which compensates for the weak Queen's side Pawns.

		6 B—K 2
7	Kt—Q 5	7 Castles
8	P—B 3	8 Kt(Q 2)–Kt sq
9	Kt—K 3	9 B—B 3
10	P × P	10 Kt × P
11	Kt—Q 4	11 Kt—Kt 3
12	P—K B 4	12 B—Q 2
13	B—Q 3	13 Kt—B 3
14	Kt(Q 4)—B 5	14 Kt(Kt 3)—K 2
15	P—K Kt 4	15 Kt × Kt
16	K P × Kt	16 P—K Kt 4

.....A desperate move, apparently. But White threatened P—Kt 5, followed by P—B 6, and eventually Q—R 5. It seems that White might have answered P × P *e.p.*, and if then B P × P, 18 Q—Kt 3 ch, winning a Pawn.

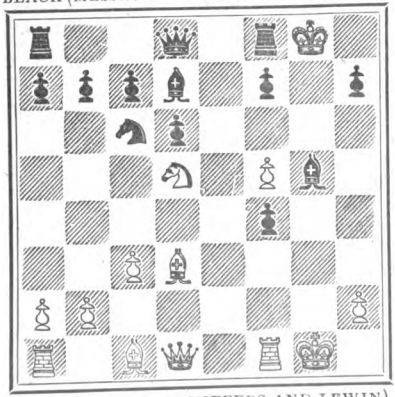
17	Kt—Q 5	17 P × P
18	P—Kt 5	

Here it would seem that the simple move B × P would have been better.

18 B × Kt P

Position after Black's 18th move :—
B × Kt P.

BLACK (MESSRS. ZEYBOTH AND TCHIGORIN).



WHITE (MESSRS. SCHIFFERS AND LEWIN).

19	P—B 6	19 Kt—K 4

.....The only move, as White was threatening Q—R 5 with a winning attack.

20	B × P	

White could not play Q—R 5, P—R 3; 21 P—K R 4, on account of the threatened move B—Kt 5 winning the Queen.

		20 B—Kt 5
21	Q—Q 2	21 B × P
22	B × Kt	22 B × B
23	Q—R 6	

The continuation R or Kt—B 6, followed by Q—R 6, would have been defeated by B × R or Kt, and B—Q 5 ch afterwards, always gaining time for the important defensive move P—K B 4.

		23 P—K B 4
24	P—K R 3	24 P—Q B 3
25	Kt—K 3	

Here P × B, P × Kt, B × P would have given White a good game.

		25 B—Kt 2
26	Q—K 6 ch	26 K—R sq
27	Kt × B	

If P × B, Black would reply Q—Kt 3, followed by P—Q 4 and Q R—K sq, with the better game.

		27 P × Kt
28	Q—K 4	28 Q—R 5
29	Q × Kt P	29 Q—R 3
30	Q R—K sq	30 B—K 4

.....Better than R—K Kt sq, to which White might have answered K—R sq !, and if B × Q B P, R—K 6 !, thus getting out of all difficulties.

31	R × R ch	31 R × R
32	K—R sq	32 Q—Q 7
33	Q—K 2	33 R—B 7
34	Q × Q	34 R × Q
35	B—Kt sq	

White's position is now hopeless, as Black obtains some strong passed Pawns on the Queen's side. A most interesting and exciting game, and quite worthy of these great Russian players.

		35 R × P
36	P—B 4	36 P—B 4
37	B—K 4	37 P—Kt 3

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38 R—K B sq	38 K—Kt 2	42 P—R 4	42 P—Q R 4
39 B—Q 5	39 R × P	43 R—Kt 7	43 P—R 5
40 R—B 7 ch	40 K—Kt 3	44 R × P	43 P—R 6
41 R—Q 7	41 P—K R 3	45 Resigns.	

GAME No. 1,982.

Played in the 1900 "Hobbies" Correspondence Tourney.

Queen's Gambit Declined.

NOTES BY JAS. MASON.

WHITE. Mr. CHAS. PLATT, *Carlisle.*	BLACK. Mr. H. DOYLE, *Egremont.*
1 P—Q 4	1 P—Q 4
2 P—Q B 4	2 P—K 3
3 Kt—Q B 3	3 Kt—K B 3
4 B—Kt 5	4 B—K 2
5 Kt—B 3	5 Q Kt—Q 2
6 P—K 3	6 Castles
7 B × Kt	

It is usual and doubtless better for White to keep his Queen Bishop until at least in someway pressed to its exchange. The case is similar to that of the *Ruy Lopez*,—the early exchange of Bishop for Knight being generally considered a relief to Black's game.

	7 Kt × B

.....Naturally! If 7..., B × Kt, White could fairly venture the capital attack from 8 P—K R 4, with good prospect of success. But, with this Knight on guard, that attack is virtually barred, and Black has a comparatively easy position.

8 P × P	8 P × P
9 B—Q 3	9 P—Q Kt 3
10 R—Q B sq	10 B—Kt 2
11 Kt—Q Kt 5	

An unfortunate diversion entailing much loss of time, and origin of most of White's subsequent difficulties. He should rather Castle, with a view to making play on the King side, where Black is obviously the weaker. But Mr. Platt is given to experiment, so that to him the obvious course may not be always the best.

	11 P—B 4
12 P × P	

Freeing the opposing Queen Pawn, and, incidentally, its supporting Bishop. Surely a very dangerous proceeding. Even now if 12 Castles there would be no real harm done.

	12 P × P
13 Castles	13 Q—Kt 3
14 P—Q Kt 3	14 Q R—B sq
15 Kt—B 3	15 Kt—K 5

.....Beginning of a powerful attack speedily turning into decisive advantage. After this it is probable that White by no means should be able to fully hold his ground.

16 Kt—Q R 4	16 Q—K R 3
17 Kt—K 5	17 Q—K 3
18 P—B 4 ?	18 P—K B 3
19 B × Kt	19 P × Kt !
20 P—B 5	

A lost Pawn; this or another.

	20 Q—Q B 3
21 B—Kt sq	21 P—K 5
22 P—Q R 3	

Maybe to make room for the Bishop. There seems to scarcely anything better; the position being in reality much worse than it looks.

	22 Q—K R 3 !
23 Q—Q 2	23 B—Kt 4
24 Q R—K sq	24 K R—Q sq

....No hurry to again attack the doomed Pawn—it will keep. When it is again attacked, though, the contest is all but over. And a very good contest, too—especially on the part of Mr. Doyle.

25 Q—B 3	25 P—Q 5 !
26 Q—B 4 ch	26 B—Q 4
27 Q—Kt 5	27 B × P ch
28 K—R sq	28 B—K B 5
29 R × B	29 Q × R
30 R—K B sq	30 Q—Q 7 !
31 Resigns.	

Because with inferior force and inferior position it would be most probably useless or worse to continue the correspondence.

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GAME No. 1,983.

Played recently in the Cup Tourney of the Cheltenham Club.

Ruy Lopez.

NOTES BY C. E. RANKEN.

	WHITE. Mr. H. A. FOXWELL.	BLACK. Mr. W. S. BRANCH.
1	P—K 4	1 P—K 4
2	Kt—K B 3	2 Kt—Q B 3
3	B—Kt 5	3 P—K Kt 4

.....This move is said to be the invention of Mr. Brentano, of New York, but it has been taken up and analysed by Prof. Berger in a German chess magazine, with what result we do not know. It is, however, certainly a most puzzling counter attack in an opening where the first player has been supposed hitherto to be able to keep his opponent on the defensive for a considerable time.

4 Castles

Decidedly an inferior continuation, since it at once invites an attack on the Castled King's quarters. Three other moves have been suggested here, first, 4 P—K R 3, which is purely defensive, and therefore unsatisfactory. Secondly, 4 P—Q 4, leading to Kt × P (best); 5 Kt × Kt, P × Kt; 6 Q × P, Q—B 3; 7 Q × Q (if P—K 5, Q—Kt 2), Kt × Q; 8 P—K 5, Kt—Kt 5; 9 B × Kt P, B—Kt 2; 10 P—K B 4, P—Q B 3; 11 B—Q 3 or K 2, P—Q 3, &c. Thirdly, 4 B × Kt, Q P × B: 5 P—Q 3, which looks like the best.

		4 P—Kt 5
5	Kt—K sq	5 P—Q 4
6	P × P	6 Q × P
7	Kt—Q B 3	7 Q—Q 5
8	B × Kt ch	8 P × B
9	Kt—K 2	

Q—K 2, or P—Q 3, and then B—K 3 should have been played here.

		9 Q—Kt 3
10	P—Q 3	10 B—Q B 4
11	P—Q B 3	11 P—Q R 4
12	Kt—B 2	12 B—K 3
13	P—Q 4	13 B—Q 3
14	Kt—Kt 3	

Useless; the proper course was 14 P × P, B × P; 15 Kt (K 2)—Q 4, and if R—Q sq; 16 Q—K 2.

		14 P—K B 4
15	Q—K 2	15 P—K 5
16	Kt × K P	

White has a cramped, disagreeable game, but this is surely an uncalled for sacrifice, as he might have played Kt—R 5.

		16 P × Kt
17	Q × P	17 K—Q 2
18	Kt—K 3	18 P—R 4
19	P—Q B 4	19 Kt—B 3
20	Q—Q 3	

White now loses two more moves with his Queen, and at his 21st move three of his chief pieces have not come into play.

		20 Q—R 3
21	Q—B 2	21 P—K R 5
22	P—Q 5	

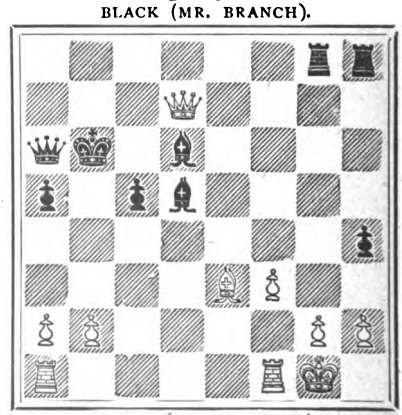
The only result of this manœuvre is to give his opponent a winning position.

		22 P × P
23	P × P	23 Kt × P
24	Kt × Kt	24 B × Kt
25	Q—R 4 ch	25 P—B 3
26	Q × Kt P ch	26 K—B 2
27	Q—Kt 7 ch	27 K—Kt 3
28	B—K 3 ch	28 P—B 4
29	P—B 3	29 Q R—K Ktsq
30	Q—Q 7	

Position after White's 30th move:—

Q—Q 7.

BLACK (MR. BRANCH).



WHITE (MR. FOXWELL).

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30 R × P ch

.....Beautifully played, and evidently unexpected.

31 K × R	31 Q—K 7 ch	35 R covers	35 B × Q ch
32 R—B 2	32 B × P ch	36 K—Kt 2	36 R—Kt sq ch
33 K—R 3	33 Q × B	37 K—R sq	37 B—B 3
34 Q R—B sq		38 Resigns.	

If 34 Q × B ch, B—B 3 dis. ch; 35 K—Kt 4, R—Kt sq ch; 36 K—B 5 (best), Q—K 5 ch; 37 K—B 6, R—Kt 3 ch; 38 K—B 7, Q—K sq mate.

34 B—B 3 dis. ch

GAME No. 1,984.

Played in the Correspondence Match now proceeding between Newcastle-on-Tyne *v.* Perthshire. Commenced November 2nd, 1900; finished January 3rd, 1901.

Ruy Lopez.

WHITE. Mr. A. T. NICHOLLS, *Newcastle-on-Tyne.*	BLACK. Dr. BALLINGALL, *Perth.*
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—Kt 5	3 Kt—B 3
4 Castles	4 Kt × P
5 P—Q 4	5 B—K 2
6 Q—K 2	6 Kt—Q 3
7 B × Kt	7 Kt P × B
8 P × P	8 Kt—Kt 2
9 Kt—Q 4	9 Castles
10 R—Q sq	

10 R—K sq is just at presen in favour.

	10 Q—K sq
11 Kt—Q B 3	11 B—B 4 ?

.....Authority here says Kt—B 4.

12 B—B 4 !

To delay P—Q 4, which would now lose a P.

	12 B—Kt 3 ?
13 Kt—K 4	13 K—R sq ?

....Since leaving the beaten path Black has gone rapidly downhill, and this is another false step.

14 Kt—K B 5	14 P—Q 4
15 Kt × P	15 K × Kt

.....There is nothing to be done; if Q—K 2, then 16 Kt—B 5, R—Kt sq; 17 Kt × R, K × Kt; 18 Kt—R 5, &c.

16 Kt—B 6	16 Q—K 3
17 Q—R 5	17 Resigns.

The following games are from the Correspondence Match now in progress between the Northern Counttes Union *v.* Southern Counties Union.

GAME No. 1,985.

King's Bishop's Gambit.

NOTES BY D. COOK.

WHITE. Mr. G. P. CAPEL, *South.*	BLACK. Mr. D. COOK, *North.*
1 P—K 4	1 P—K 4
2 P—K B 4	2 P × P
3 B—B 4	3 Q—R 5 ch
4 K—B sq	4 P—Q 4
5 B × P	5 P—K Kt 4
6 Kt—Q B 3	6 B—Kt 2
7 P—Q 4	7 Kt—K 2
8 Kt—B 3	8 Q—R 4
9 P—K R 4	9 P—K R 3
10 Q—Q 3	10 P—Q B 3
11 B—Kt 3	11 B—Kt 5
12 Kt—K 2	

With the object of advancing his B P.

B 3

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12 Kt—Q 2

.....Up to this point the game has followed book lines, and Mr. Potter here gives White the preference. See *Freeborough and Ranken's Openings*, page 208, variation No. 31, note 3.

13 B—Q 2 13 Castles Q side
14 B—Kt 4 14 K R—K sq

.... Black is now strongly placed, and only awaits an opportunity to make a vigorous attack.

15 K—B 2 15 Q—Kt 3
16 P—Q B 4

A bad move; he has now given Black his opportunity, which he loses no time in taking advantage of. B—R 5 might have been played.

16 P—Q B 4
17 B—B 3

If 17 P × P, Kt × P; 18 Q moves, Kt × P ch, and White is helpless.

17 P × Q P
18 B— Kt 4

He dare not take, as 18..., Kt—Q B 4 would win a piece.

18 Kt - Q B 3
19 B—R 3 19 R × P
20 B—B 2 20 B—B 4

.....Threatening R × Kt ch, and if Q × R, B × B, winning the exchange.

21 P—R 5 21 Q—R 2
22 B—Kt sq

This does not save his piece.

22 Kt—B 3
23 Q—Q 2

Of no avail, Black now forces the exchange with a winning position.

23 R × Kt ch
24 K × R

If Q × R, Kt—Kt 5 ch, followed by B × B, with same result.

24 R—K sq ch
25 Resigns.

GAME No. 1,986.

Centre Counter Opening.

NOTES BY JAS. MASON.

WHITE. Mr. C. D. LOCOCK. *South.*	BLACK. Mr. G. A. SCHOTT. *North.*
1 P—K 4	1 P—Q 4
2 P × P	2 Kt—K B 3

.....Rather 2..., Q × P; a simpler process. Delay in equalising forces makes it none the easier.

3 B—Kt 5 ch 3 B—Q 2
4 Q—K 2

Or 4 B—B 4, to stand by the Pawn. But he prefers to hold the opening attack for what it may be worth. And this is considerable, according to what follows.

4 Kt × P
5 Kt—Q B 3 5 B—B 3

.....A poor location for the Bishop, certainly. But inferior development is unavoidable.

6 Kt—B 3 6 P—K 3
7 P—Q 4 7 B—Kt 5
8 B—Q 2 8 Q—Q 2
9 P—Q R 4

An excellent move,—with views to various contingencies. Otherwise much of the succeeding interest of the play might be lacking.

9 Castles
10 Castles 10 Kt—B 3
11 K R—Q sq 11 Q—K 2

.....Exchanging the Bishops now, or even sooner, leaving Queen and Knight as they were for the time being, would appear to be more advisable. Here the Queen invites a pinning operation of very serious import. In consequence there seems to be an aggravation of attack; so that Mr. Schott can hardly play anything but a losing game.

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12	B—Kt 5 !	12 K B × Kt
13	P × B	13 B × Kt
14	Q × B	14 P—B 3
15	B—Q 3	15 Q Kt—Q 2
16	K R—Q Ktsq	16 Kt—Kt 3
17	P—R 5	17 Kt—B sq

.....All to keep the Queen side Pawns intact.

18 Q—Kt 3

And yet if 18 P—R 6 they would be broken. But the actual play has a greater object than gain of a mere Pawn. A circumstance impressive of the general strength of Mr. Locock's disposition.

		18 P—Q Kt 4
19	R—K sq	19 R—Q sq

.....To get the Knight out from B sq. Other resource for this purpose, such as 19..., K—R sq, looks also precarious.

20	P—K B 4	20 Kt—Q 3
21	P—B 5	21 P—B 4
22	P × K P	

Not 22 P × B P, Kt × P; 23 B × Kt, Q × P +, and 24..., Q × K B !. Missing this relief of his opponent's difficulties, White goes on relentlessly pressing his advantage.

		22 P—B 5
23	R—K B sq !	23 Kt(Q 3)—Ksq
24	B—B 5	24 Q—Q 3

.....Or 24..., P × P; 25 Q R—K sq,—not any more promising.

25	Q—K 5 !	25 P—Q R 3

.....Now, however, 25..., P × P might be given a trial. After this all defence fails.

26	P—K 7	26 R(Q sq)-Ktsq
27	B × Kt	27 P × B
28	Q—K 4	28 P—R 4
29	Q—K 3 !	29 K—Kt 2
30	R—B 3	30 P—R 5
31	R—B 4 !	31 Resigns.

GAME No. 1,987.

Petroff's Defence.

NOTES BY H. DOYLE.

WHITE.	BLACK.
Mr. G. V. SUTTON, *South.*	Mr. M. HOLT, *North.*
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—K B 3
3 P—Q 4	

Recommended by Steinitz, who considered that the superior position at least could be proved for the first player by this line of attack, which had hitherto been ignored. The Rev. W. Wayte says Steinitz's last remark may be accepted as regards practice, at least in important games; in theory it has held a place since the time of Petroff (1837), Jaenisch (1843), and Staunton's *Handbook* (1847).

3 Kt × P

.....Most of the variations springing from this defence leave White with a superiority of position. If 3..., P × P; then 4 P—K 5, Kt—K 5; 5 Q—K 2, Kt—B 4 (Mason says this move does not do very well. For 5..., B—Kt 5 ch; 6 K—Q sq, P—Q 4; 7 P × P *e.p.*, P—K B 4; see *B.C.M.*, games 1455, 1465, and 1514); 6 Kt × P, B—K 2 (*Chess Openings* give also 6..., Kt—K 3; 7 Kt × Kt, Q P × Kt; 8 Kt—B 3, Kt—B 3); 7 Q Kt—B 3, Castles (if 7 .., Kt—K 3; 8 Kt × Kt, B P × Kt [If 8..., Q P × Kt, then Q—Kt 4]; 9 Q—R 5 ch, P—Kt 3; 10 Q—Kt 4, followed soon by P—K R 4, with a fine attack); 8 B—B 4, Kt—K 3 (if 8..., P—Q 4; 9 Castles Q R, with the superior position); 9 Kt × Kt, B P × Kt; 10 B—Kt 3, and Steinitz prefers White; but Mr. Wayte says the difference of position appears to be slight.

4	B—Q 3	4 P—Q 4
5	Kt × P	

If 5 P × P, then Kt—Q B 3; 6 Castles, B—Q B 4; 7 P—B 4, B—K 3, and *Chess Openings* say the positions are equal.

5 B—K 2

.....5..., P—Q B 4, B—Q 3, and B—K 3 are also given by Steinitz for Black, but all shown to lead to disaster.

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6	Castles	6 Castles
7	P—Q B 4	

Steinitz gives 7 B × Kt (or R—K sq, or Q—K 2), P × B; 8 Q Kt—B 3, P—K B 3 (if 8 .., P—K B 4; 9 P—B 3, P × P; 10 R × P+); 9 Kt—B 4. P—K B 4; 10 B—B 4, with the superior game.

		7 P—Q B 3

.....I prefer 7..., Kt—K B 3, followed shortly by P—Q B 4 or Kt—Q B 3, according to White's play.

8	Q Kt—B 3	8 Kt × Kt
9	P × Kt	9 Kt—Q 2

.....9..., P—K B 3 seems preferable. When the Black Bishop is at Q 3, Steinitz continues in reply to 9..., P—K B 3 with 10 Q—R 5, P—R 3; 11 B × P, P × Kt; 12 B—Kt 5, Q—K sq: 13 B—R 7 ch, K—R sq; 14 B—Kt 6 dis. ch, and mates next move; but there is no reason why so speedy a termination should ensue when the Bishop is at K 2; *e.g.*, 9 .., P—K B 3; 10 Q—R 5, P—K R 3; 11 B × P, P × Kt; 12 Q—Kt 6 (if B × P, then P—K 5), B—B 3; 13 Q—R 7 ch, K—B 2; 14 B—Kt 6 ch (if 14 P × K P, then B × P; 15 B—Kt 6 ch, K—K 3; 16 Q R—K sq, K—Q 3), K—K 3; 15 B × P (if Q R—K sq, then R—R sq; 16 B—B 5 ch, K—K 2), B × B; 16 Q × B, Q—B 3, &c.

If in reply to 9..., P—K B 3, White plays 10 Kt—Kt 6 !, it is obvious the Greek gift must not be accepted; Black should play 10..., R—B 2, and if White continue with 11 Q—R 5, then P—K B 4.

10	P—K B 4	10 Kt—B 3

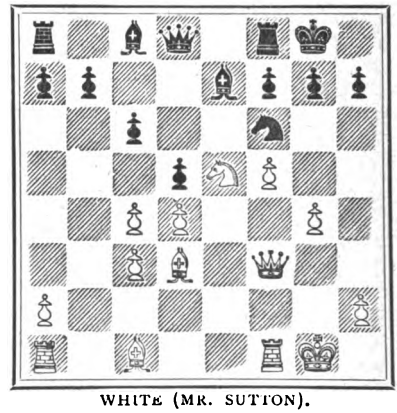
.....Again, Black would do better by playing P—K B 3.

11	Q—B 3	11 B—K 3 ?
12	P—B 5	12 B—B sq
13	P—K Kt 4	

Position after White's 13th move:—

P—K Kt 4.

BLACK (MR. HOLT).



WHITE (MR. SUTTON).

		13 P × P
14	B—B 2	14 Kt—Q 4
15	Q—R 3	15 P—K Kt 3

.....Black has not much choice, but this does not improve matters.

16	B—R 6	16 R—K sq
17	P × P	17 B P × P
18	R—B 7	18 B—K 3

If 18..., B—B 3; 19 R—K B sq, B—K 3, would have prolonged the game. White now forces mate in six.

19	R—Kt 7 ch	19 K—R sq
20	Kt × P ch	20 P × Kt
21	B—Kt 5 ch	21 K × R
22	Q—R 6 ch	22 K—Kt sq
23	Q × P ch	23 K—R sq
24	Q—R 7 mate.	

THE PROBLEM WORLD.

All communications respecting problems must be addressed to Mr. B. G. Laws, 21, Nelson Road, Stroud Green, London, N.

PROBLEM TOURNEY.—*L'Aftonbladt* announces its third Problem Tourney for three movers. The usual conditions to prevail. Problems to be received by R. Sahlberg, Malmskidgatan 11, Stockholm, Sweden, by the 1st April, 1901. There will be four prizes, 100, 80, 60, and 40 crowns.

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ALL-IN SOLUTION TOURNEY.—Score Table:—

	Old Score. (See Dec.)	Old Score. (Suis.)	1557	1558	1559	1560	1561	1562	1563	1564	1565	1566	1567	1568	Jan. Totals.	Sui-mate Tourney Totals.
§"East Marden" ...	19	53	3	3-2	3	3	2	3	6		2	2	3	3	50	63
‡A. C. White ...	331	58	3	3	3	3	2	6	6	4	2	2	6	3	374	70
‡Chas. Johnston ...	139	69	3	-2	3	3	2	6	6	4	2	2	6	3	177	78
‡W. H. Thompson...	74	72	3	3	3	3	2	3	3	4	2	2	6	3	111	84
**C. S. Earle ...	373	54	3	-2	3	3	2	3	3	4	2	2	6	3	405	61
††"Beta" ...	248	31	3	3	3	3	2		6		2	2	3	3	278	43
††E. W. Brook ...	17	9	3	-2	3	3	2	3	3		2	2	3	3	42	16
††"Gibson" ...	265	69	3		3	3	2	6	6	4	2	2	3	3	302	78
†J. J. O'Hanlon ...	214	69	3	-2	3	3	2	3	6	4	2	2	6	3	249	76
†P. L. Osborn ...	242	69	3	3	3	3	2	6	3	4	2	2	6	3	282	81
†R. M. Peake ...	106	48		3		3	3	3	6	3		2	2	3	136	57
†J. D. Tucker ...	328	30				3	3	2	3	3	4	2	2	3	356	36
*"W.C.D." ...	73	51	3	3	3	3	2	3	6	4	2	2	6	3	113	63
*Capt. G. A. Forde	286	18	3			3	3	2	3	3		2	2	3	313	27
*I. Y. Fullerton ...	81	47	3			3	-2	2	-2	3	4	2	2	3	102	57
*J. J. Jones ...	153	57	3	3	3	3	2	3	3	4	2	2	3	-2	182	69
*E. E. Westbury ...	Cancelled	55	3	3	3	-2	2	3	3	4	2	2	3	3	29	62
*G. Woodcock ...	394	60	3	-2	3	3	2	3	3	4	2	2	3	3	423	67
"D.C.T."	274	66	3	3	3	3	2	3	3	4	2	2	3	3	308	78
A Baker	145	45	3	3	3	3	2	3	3		2	2	3	3	175	57
H. S. Brandreth ...	167	4	3		3	3	2	-2	3		2	2		3	186	13
G. H. C.	159	44	3	-2	3	3	2	3	3		2	2	3	3	184	51
"Cigaro Nicotini"...	15	6					2	3	3		2	2	3	3	33	6
T.D.	90	38	3		3	3	2	3	3	4	-2	2	3	3	119	47
A. J. Head	101	27	3		3		2	3		4	2	2	3		123	33
Eugène Henry ...	18						2	3			2	2	3	3	33	
F. Kent...	308	-1		-2	3		2	3			2	2	3	3	324	0
Miss V. Helen Macmeikan	50	9														
J. K. Macmeikan ...	310	6														
J. M. Malcolm ...	57	7	3	3	3	3	2	6	3	4	2	2	6	3	97	19
"Selbats"	187	48	3		3	3	2	3	3		2	2	3	3	214	57
G. A. Thomas ...	50	50														
"K. W."	245	24	3		3	3	2		3		2	2			263	33

* Previous winners. † Twice winners. †† Winner three times.
** Winners four times. ‡ Winners five times.
§ Winner seven times.

We made an obvious error in the addition of C. S. Earle's score. The 37 points added to 315 make 352, and not 342 as we gave it last month, consequently we have in the above table to bring forward 373 instead of 363.

Chas. Johnston sent in solutions to problems 1549 to 1556 (including two solutions to No. 1554), and consequently 27 points have been added to his old score of 112 in the All-in, making 139, and an increase of 12 to his Sui-mate score of 57, making 69.

G. Woodcock no longer figures at the bottom of the above list by reason of the alphabetical arrangement, since he takes a place among the prize-winners this month by his score of 423.

SURREY COUNTY CHESS ASSOCIATION.—At the Entertainment given by Captain Beaumont to the members of this Association on the 5th January, particulars of which are given elsewhere, the three annexed problems were submitted for solution—two prizes being offered. Messrs. E. Henderson and B. G. Laws were the judges, but unfortunately their duties were light indeed. Many of the guests were to be seen tussling with the positions, but no papers were handed in. The attraction was conse-

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quently not that success which it was designed to be—the success was rather with the problems! It is true Messrs. O. T. Blathy and H. F. L. Meyer gave in solutions, but not being members of the Association they were naturally debarred from competing. Mr. Meyer we learn quarrelled with the presence of a Pawn in the 3-er, saying it was unnecessary, but this rather demonstrates that he had not fully mastered this composition, clearly missing the most difficult and an essential variation. Herr Blathy, who is the well-known composer of Budapest, on a short visit to this country, also missed this particular line of play, giving a wrong continuation. Mr. Baxter's two-mover will we feel assured be admired. Of its class it is very clever, the manipulation of the Black pieces being very ingenious. Mr. Baxter is not well known as a composer, but this evidence of his ability leads us to venture the hope that he will explore further the fascinating mysteries of composition. It was very amusing to see the frantic efforts with which some of the would-be solvers assailed this two-mover. As for Mr. Shinkman's 4-er little need be said—it is one of those quaint pieces of trick play, though perfectly legitimate—a very good position for the purpose for which it was used.

No. 1.—By STANLEY B. BAXTER.

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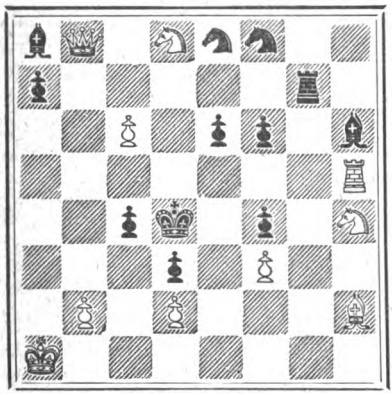

WHITE.

White mates in two moves.

No. 2.—By W. A. SHINKMAN.

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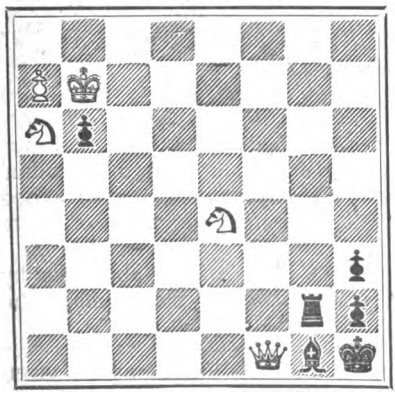

WHITE.

White mates in four moves.

No. 3.—By B. G. LAWS.

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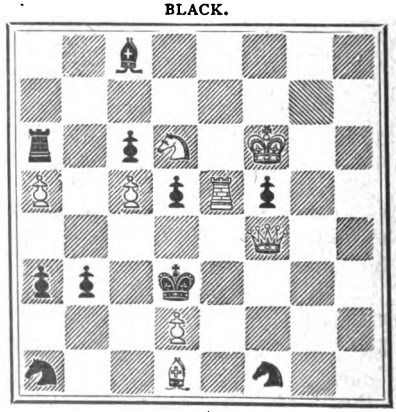

WHITE.

White mates in three moves.

FACTS AND TRIFLES.—Mrs. W. J. Baird informs us that her collection so far as the manuscript is concerned, is all but ready, and that she is

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arranging for its publication by a London publisher. It will probably contain 500 of her compositions. It is possible the diagrams will be given in colours, and until this and other matters are settled the price of the work is uncertain. Mrs. Baird has a large number of admirers, and her collection is likely to be a popular one. We know of only one other book of problems issued by a lady, and that was by Miss F. F. Beechey (now Mrs. Rowland), but Mrs. Baird's volume bids to out-number any other individual collection with the exception of Mr. Loyd's, which has about 500 genuine problems.

Mr. G. E. Carpenter's collection is we understand now ready. We have seen some of the sheets. The work is being published by Numa Preti, of Paris. It has taken a twelvemonth in preparation, and contains 200 problems: 36 two-movers, 88 three-movers, 45 four-movers, &c., with a portrait of the author. The price is 5 francs. Mr. Carpenter has favoured us with a few original compositions which will appear in due course, but in the meantime we take the liberty of quoting the following from his new work :—

8 / 8 / 5 p p R / R 1 kt 1 Kt k 2 / B 1 Q 2 p 1 P / 5 p 2 / 2 K Kt 1 B 2 / 8 / Mate in three.

8 / 2 p 5 / 2 R 5 / 1 p Kt B 4 / 1 p 1 k 4 / 1 p 2 R 3 / 8 / 3 K 4. Mate in three.

An interesting competition has been announced by the *Morning Post* at the instance of the Rev. A. H. Williams. A prize of the value of one guinea is offered by this enthusiast for the best 2-mover in which the key-move liberates two pinned pieces (not Pawns). Competing problems should reach the Chess Editor of the *M.P.* before 1st March. No mottoes need be adopted unless composers prefer to do so, as the affair is regarded as informal. Mr. E. B. Schwann will judge. It is to be understood that the pinned pieces are not in any way in the original setting qualified to move, *i.e.* a Bishop which makes the key must not pin a Bishop or a Queen, nor a Rook corresponding pieces. To give the first example we can call to mind with the idea carried out with skill, we note the following by A. F. Mackenzie.—3 R 4 / K 4 Kt 2 / 2 p 1 B 1 p 1 / B 1 P kt 2 Kt 1 / 2 k 2 kt 1 R / Q 1 p 1 P 3 / 8 / 5 b 2 / Mate. Here is another interesting specimen recently published in the *Morning Post*. By R. Collinson.—3 Q 1 K 1 kt / 4 Kt 3 / 5 B 2 / 3 P 1 P r p / R 5 b k / 3 kt 4 / 4 Kt 1 P 1 / 8 Mate in two. We have seen one or two ingenious attempts at this idea since Mr. Williams has opened this competition, which we trust will result in some clever two-movers. Composers have certainly a theme presented to them. What will they do with it?

The question which we raised in our November issue respecting the problem "Economy," entered in the *Canterbury Times*, N Z, Tourney, is exciting some interest in the Antipodes. Statements have been made, which to the satisfaction of the officials concerned, have had indisputable verification—and to our mind there seems to be no doubt on the point—that "Economy" is an absolutely original effort. We have expressed the view in a private letter that under the exceptional circumstances the author should be allowed to let his problem compete. We fear we may find some who will disagree with us, but of this we are not sure, and until the full facts are before one it is venturesome to hazard an irrevocable opinion, perhaps something more will crop up.

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As for "Economist"—we find this is not in competition, but a reproduction from the *Morning Post* by W. Finlayson. It is the practice of the chess editor of the *C.T.* to give the names of composers of problems taken from contemporaries when he publishes the solutions.

The Forsyth Notation seems to require a little explanation. This notation we adopted at the wish of several of our correspondents, but we doubt very much the wisdom of doing so. Anyhow it has caused us a good deal more trouble than we imagined it would. A host of correspondents have had to have explanations by letter and clearly the majority would prefer the more descriptive and acceptible form. With the explanation we now offer perhaps our readers will be reconciled. We deal with each rank (as distinguished from file) as a separate section, commencing (speaking of problems) at White's 8th rank. Each figure represents a blank square, each letter answers for the piece it indicates, the White pieces are shown by capital letters and the Black by small letters. The long stroke closes each rank. Take for example the last problem which we gave in our last number, it would read:—8 / 8 / 8 / 1 Q 6 / 3 k 1 Kt 2 / 3 B 1 p 2 / b P 3 P 1 K / r 5 kt 1 / Mate in three.

The occasion is but befitting that we should make some reference (so far as the Problem Department is concerned) to the demise of our late beloved and revered Queen. It is not necessary in the face of so much genuine grief to dwell upon the incalculable loss sustained, since that is felt on all hands. As far as chess is concerned we know Her late Majesty was fascinated by the game, which in a sense has lost a supporter, but as far as problems was concerned we never heard that she was attracted by their charms. Still there is one incident which will remain on record and that is she accepted with kindly and gracious acknowledgment a specially bound copy of *Chess Fruits* from its authors, Mr. and Mrs. T. B. Rowland. In this work two problems appear composed in commemoration of Her Most Gracious Majesty Queen Victoria's 65th Birthday.

SOLUTIONS AND CRITICISMS.

By Z. Mach (p. 508).—1 Q—R 2, &c. See remarks at page 423 of our last October issue. Solved by R. M. Peake, G. Woodcock, E. Henry, A. C. White, Capt. G. A. Forde.

By Mrs. W. J. Baird (p. 508).—1 R—K 4, &c. A neat threat two-mover. It cannot be classed difficult, chiefly because the inducement to move the Rook is great, but the few mates are in unusual combination. Solved by R. M. Peake, H. S. Brandreth, G. Woodcock, E. Henry, A. C. White.

By E. P. Bell (p. 510).—1 Q—B 4, &c. A very good two-mover, carrying out a pretty idea with some skill. The effect of the Black Rook checking, shutting up the Bishop and consequent mate is ingenious. It is a pity so many Pawns which do not really participate in the actual solution are necessary. Solved by R. M. Peake, H. S. Brandreth, P. L. Osborn, J. D. Tucker, G. Woodcock, E. Henry, A. C. White, Capt. G. A. Forde.

By G. J. Slater (p. 510).—1 Q—Kt 3, P × P; 2 Q × Kt P ch, &c. If 1..., P—Kt 5; 2 Q—Q 3 ch, &c. If 1..., P—Q 4; 2 Q—K 3 ch, &c. If 1..., P—Q 3; 2 P—K 3 ch, &c. If 1..., any other; 2 Q × Kt P, &c. This is a clever and interesting little three-mover. Bearing in mind that White has only Queen and Pawns to play with, the variety is exceptional. Naturally such a position will not be found troublesome to solve, but 1 Q—Kt 4 is an alluring try and certainly at first sight looks more promising than the actual key. Solved by R. M. Peake, H. S. Brandreth, P. L. Osborn, J. D. Tucker, G. Woodcock, A. C. White.

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By P. H. Williams (p. 510).—1 B—B 2, &c. We found this rather difficult for a two-mover, although we do not think it should cause trouble. There is an ingenious point in the solution, but we take it the principal feature is the avoidance of duals in connection with the unusual liberty of the Black Queen. As in nearly all cases of problems of this class, the majority of the mates are heavy and unpleasing, but this cannot be avoided; it is due to the idea and not the lack of constructive ability. The problem has a distant resemblance to a two-mover by the same author, which we published in December, 1899, see p. 528, vol. xix. Solved by R. M. Peake, P. L. Osborn, J. J. Jones, J. D. Tucker, G. Woodcock, E. Henry.

By G. J. Slater (p. 510).—1 Kt—B 4, Kt × Kt; 2 Kt—B 5 dbl. ch, &c. If 1..., K—Q 4; 2 Q—Q 3 ch, &c. If 1..., K—B 4; 2 Kt (B 4)—Q 6 ch, &c. If 1 .., B—B 6; 2 Q—K 5 ch, &c. If 1..., K—Q 5; 2 Q—K 3 ch, &c. If 1..., others; 2 Kt (Kt 7)—B 6 dbl. ch, &c. There is some engaging variety here, and much to interest. The moving piece is a matter soon settled upon, and in consequence the entire solution does not tax the solver very much, though some of the lines of play are not readily seen. It is a good problem, and though not in Mr. Slater's best form is in keeping with his deserved reputation. Solved by R. M. Peake, H. S. Brandreth, P. L. Osborn, J. D. Tucker, G. Woodcock, E. Henry, A. C. White, Capt. G A. Forde.

By A. F. Mackenzie (p 511).—1 Kt—Q 8, &c. Although this problem has points which have been illustrated before, there is in it individual artistic work. To the wary solver it is easy enough, as the effect of the discovered check is too good to be missed. The best try is certainly 1 Kt—Kt 5. There are eight variations, which is a very respectable complement when the Black King has one square of freedom. There is one thing to be noticed and that is the position is free from padding, and there is a fair observance of the principle of unity. Solved by R. M. Peake, G. Woodcock, E. Henry, A. C. White, Capt. G. A. Forde.

By A. Corrias (p. 511).—1 R—B 4, &c. We do not think it is at all likely that the author of this composition worked from the basis of either of the two problems referred to in December, but nevertheless we should be inclined to regard it somewhat in the light of an adaptation, and consequently should seriously dock it on the heading of originality. It will be observed that this is constructed on the block system, whereas Fisher's and Billington's were "threats." Solved by R. M. Peake, G. Woodcock, E. Henry, A. C White.

By H. F. W. Lane (p. 511).—1 Q—R 5, K × R; 2 Kt—Q 6, &c. If 1..., K—Q 6 or Q—B 5; 2 Q—Q 8 ch, &c. If 1..., Q × R; 2 Q—B 2 ch, &c. If 1..., Kt—B 7; 2 Kt—B 2 dis ch, &c. If 1..., P—Kt 4; 2 R—Q 5 ch, &c. If 1..., any other; 2 Kt—Q 2 dis. ch, &c. A very good and rather difficult three-er. The key is a fine one, and some of the variations are bright and clever. It is a pity the mate by Q—R 8 is not clean, but even if this were the case it would be uneconomical on account of the Kt at Q sq. Solved by R M. Peake, G. Woodcock, E. Henry, A. C. White, Capt. G. A. Forde.

By P. G. L. Fothergill (p. 511) —1 Kt—Q 4, K × Kt; 2 Q—B 3 ch, &c. If 1..., K—Q 3; 2 Kt—Kt 5 ch. If 1..., any other; 2 Q—K 6 ch, &c. Rather a lame sort of problem for a prize-winner—there are only three second moves for White, and in no case is the final effect marked by special features. It is to our mind considerably short of Mr. Lane's three-er in merit; the latter problem is strategical and complex, and this forced play of a very simple order. Solved by R. M. Peake, H. S. Brandreth, G. Woodcock, E. Henry, A. C. White, Capt. G. A. Forde.

By H. F. W. Lane (p. 511).—1 R—K B 6, &c. A very good two er. The key move is somewhat against it, but it is in the after developments which bring out its artistic points. Solved by R. M. Peake, H. S. Brandreth, G. Woodcock, E. Henry, A. C. White, Capt. G. A. Forde.

By P. F. Blake (p. 511).—1 Kt—K 6, &c. A capital illustration of the class of two-mover which has of late years become so popular. The consequent play on the Black Bishop moving is very good, but apart from this there is little to interest. Solved by R. M. Peake, H. S. Brandreth, G. Woodcock, E. Henry, A. C. White, Capt. G. A. Forde.

By W. A. Clark (p. 511).— 1 B—B 6, &c. A pretty threat two-mover, the seven variations are blended in an ingenious manner. The key is a trifle easy, because Black has strong threatening measures, but on the whole this is not a serious weakness in this style of work. Solved by R. M. Peake, H. S. Brandreth, G. Woodcock, E. Henry, A. C. White, Capt. G. A. Forde.

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No. 1557 ("My little gift.")—1 Q—R 2, Q—K file; 2 B—Q sq ch, Q—K 7 ch, K—Kt sq, &c. If 1..., Q—Kt file; 2 Q—R sq ch, Q—Kt 7 ch, K—K sq, &c. If 1..., Q—R file; 2 Kt—R 4 ch, Q × Kt; 3 Q—B 2 ch, &c. If 1..., Q elsewhere; 2 Q × P ch, &c.

No. 1558 ("A Trifle.")—1 Kt—Kt 3, P—Q 5; 2 K—B 5, P—Kt 6; 3 Q—K 2 ch, &c. If 1..., P—Kt 6; 2 Q—B 5 ch, P × Q; 3 R—K 8 ch, &c.

No. 1559 ("Aller aufang.")—1 B—B sq, P—Q 6; 2 P—B 3, P—B 6; 3 P—Kt 3, &c. If 1..., P—B 6; 2 P—B 3, &c.

No. 1560 ("Et reliquit nos.")—1 R—K Kt 4, P—Kt 5 ch; 2 K—Kt 3 dis ch, K—Kt 4; 3 B—B 3, &c. If 1..., P—B 5; 2 Q—R sq, P—B 6; 3 B—B 2, &c. If 1..., P—B 6; 2 R—R 4 ch, P × R; 3 Q—Kt 4 ch, &c.

No. 1561, by G. H. Clutsam.—1 Q—K 3, &c. A nice little problem, but not marked with any particular novelty. The idea has seen many presentments.

No. 1562, by Max J. Meyer.—Unfortunately this has two solutions. The author's intention is very elegant, and we are disappointed that our solvers have proved it unsound, and we failed to detect the flaw. Perhaps the composer can put matters straight. His key is 1 Q—Q sq, and the cook commences with 1 P—B 4 ch.

No. 1563, by G. J. Slater.—1 R—Kt 4, K—Q 4; 2 Q × Kt P, &c. If 1..., K—B 6; 2 R × P, &c. If 1..., P × R; 2 K—K 2, &c. Cooked by 1 Q—K 7 ch, K—Q 4; 2 P—B 4 ch, &c. If 1..., K—B 6; 2 K—B sq, &c.

No. 1564, by W. A. Shinkman.—This appeared in the *American Chess Magazine*, July, 1897, dedicated to the late Mr. Charles Gilsberg. 1 Kt—Q 4, K—B 7; 2 Kt × P ch, K—K 6 [If 2..., K—Kt 7; 3 Kt—K B 6, &c.]; 3 B—Q B 4, &c. If 1..., K—Q 7; 2 Kt × P ch, K—Q 6 [If 2..., K—K 6; 3 B—Q B 4, &c.]; 3 B—K B 4, &c. If 1..., K—Q 6; 2 Kt × P, &c. An exceedingly clever idea and skilfully arranged. It is not difficult, but it charms nevertheless.

No. 1565, by A. B. Craig.—1 Q—Kt 4, &c. There are, unfortunately, duals here which detract considerably from its good qualities. It would seem that 2 Kt—B 3 was intended after 1..., P—B 6, but 2 Q—Q 4 equally answers.

No. 1566, by P. H. Williams.—1 R—Q 8, &c. A good key notwithstanding the Rook stands *en prise*. Mr. Williams is evidently fond of working with the Black Queen. There is not much spice in any of the seven mates.

No. 1567, by G. H. Clutsam.—We are unlucky with the compositions of this author, which invariably have point above the average. The intention, not easily seen, is 1 R—Q 6, K - B 5; 2 R—Q 4 ch, &c. If 1..., K × R; 2 Q × P, &c., but 1 Q—Q 7 effects a simple mate.

No. 1568, by E. J. Winter-Wood.—1 Kt—B 4, K × P; 2 Kt × R P dis. ch, &c. If 1..., P × Kt; 2 R—Kt 8 ch &c. An amusing problem, and a bit artful; it is, however, not up to Mr. Winter-Wood's usual form.

ANSWERS TO CORRESPONDENTS.

O.N. (Vienna).—Before you see this, our letter will have reached your hands. The problem is quite new to us.

J.Y F. (Hove).—We have given necessary instructions. If in 1560, 1 R—Kt 6, P—B 6; 2 B × P, P—Kt 5 ch; 3 K—Kt 3 dis. ch!

E.E.W. (Birmingham).—See answer to J.Y.F. *re* 1560.

G.H.C. (London).—In 1556 we should have given 1 B—K 7, K—K 3; 2 R—R 5, K—Q 2; *3 R—Q 8 ch*, &c.

Capt. G.A.F.—Your suggestion as to numbering problems is a good one, which we shall probably adopt.

T.D.—In 1564 the transposition of the first and second moves will not work, as you will see by trying 1 Kt × P, K—B 6; 2 Kt—Q 4 ch, K—Kt 5. Curiously enough the author in sending us this problem simply gave the key-move as 1 Kt × P, but we plainly saw he for the moment was confused. Your solution to 1552 (in any case too late to count) is you will find incorrect. 1 Kt × R. B—B 6; 2 B—B 4, B—K 4. You will find full credit was given you for problem No. 1549.

A.C.W.—We should have stated problem 1549 and not 1552 in our note to you last month.

C.J. (Portadown).—You will see we have put your score right.

A.T.C. (Cambridge).—You will find an explanation which we trust is clear to you.

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PROBLEMS.

"B. C. M." SUI-MATE TOURNEY.

No. 1577.
Motto: "K. Z."
(T. P. No. 29.)

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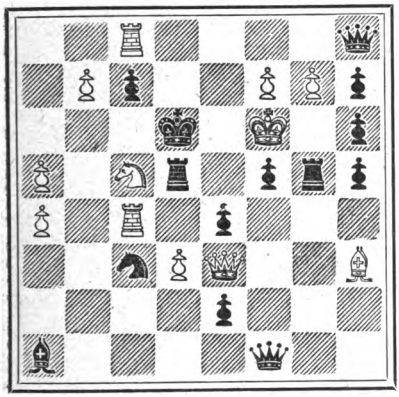

WHITE.

White compels Black to mate in three moves.

No. 1578.
Motto: "Ben Bolt."
(T. P. No. 30.)

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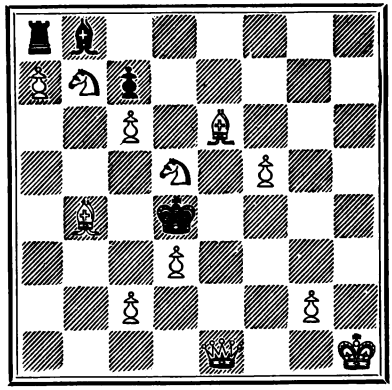

WHITE.

White compels Black to mate in three moves.

No. 1579.
Motto: "E. N. R."
(T. P. No. 31.)

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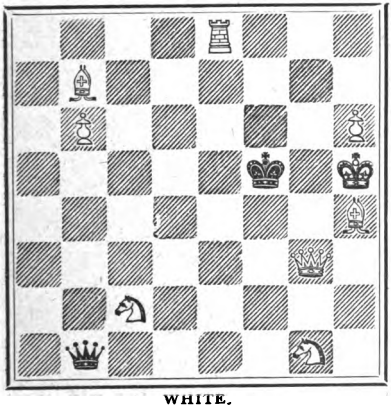

WHITE.

White compels Black to mate in three moves.

No. 1580.
Motto: "Corkscrew"
(T. P. No. 32.)

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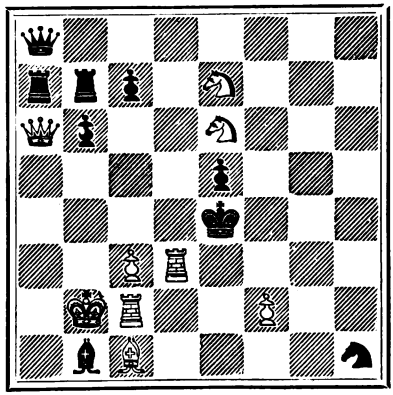

WHITE.

White compels Black to mate in three moves.

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PROBLEMS.

No. 1581.

By MRS. W. J. BAIRD, Brighton.

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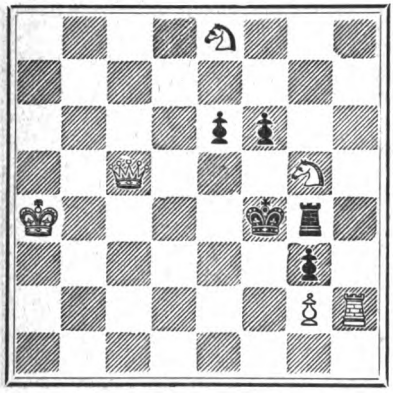

WHITE.

White mates in two moves.

No. 1582.

By MRS. W. J. BAIRD, Brighton.

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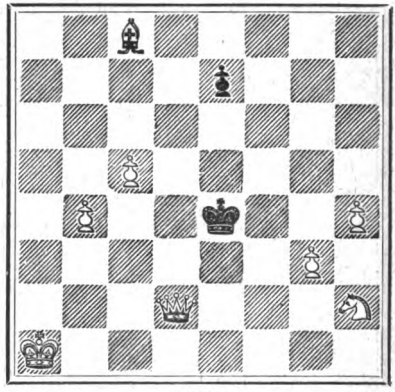

WHITE.

White mates in three moves.

No. 1583.

By W. A. SHINKMAN, Grand Rapids.

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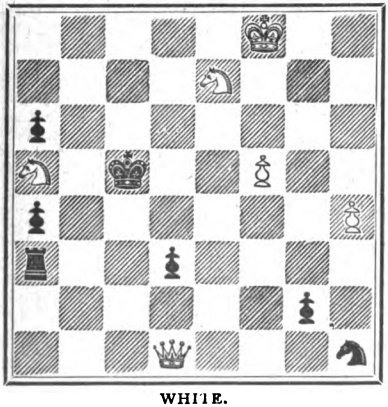

WHITE.

White mates in four moves.

No. 1584.

By A. E. MERCER, Sheffield.

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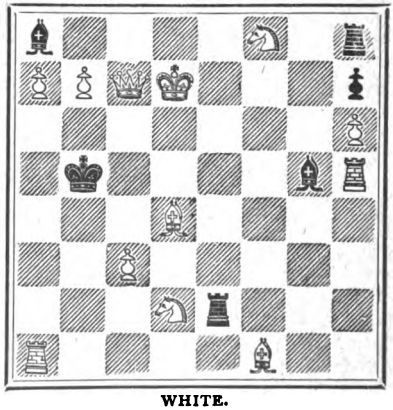

WHITE.

White compels Black to mate in five moves.

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THE CHESSMEN IN THE NATIONAL LIBRARY, PARIS (PLATE II.).

See January issue.

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BRITISH CHESS MAGAZINE

MARCH, 1901.

CHESS PIECES OF THE TWELFTH CENTURY.

I WAS recently meandering amidst the "thousand and one" antiquities so tastefully displayed in the mediæval department of the British Museum, when my eyes alighted on a case containing a collection of most quaint and grotesque chess pieces. The particulars attached thereto were not sufficient to gratify my curiosity, consequently I sought for more information. Before proceeding further I should like to say that I met with that characteristic courtesy meted out to all from the highest in authority to the lowest menial among the large staff of officers employed in the Museum, and to which I owe a debt of gratitude at being able to give the following most interesting particulars. It was on February 16th, 1832, that Frederick Madden, F.R.S., read a paper before the members of the Society on these pieces. He said that some months previously a very curious discovery was made in the parish of Uig, Isle of Lewis, in the Hebrides. A peasant of the place whilst digging a sand bank found 67 pieces of bone, most of them representing Kings, Bishops, and Knights, dismounted and on horseback. The figures are of excellent workmanship, and, judging from the costumes, certainly of very rare remote antiquity. That they were originally carved for the ancient purpose of chess play seems the most probable conjecture, and had been destined to relieve the sadness of cloistered seclusion; for they were discovered near the ruin known to have been a nunnery, and still named "Taignir Collechin dugh an Uig," the "House of the Black Women" in Uig. There are those, however, who dispute the existence of the nunnery, but that a ruin of some note exists not far from where the chessmen were found is a fact. The conclusion is that the pieces formed part of the stock of an Icelandic merchant, whose ship was wrecked, the figures being swept by the waves on shore and buried beneath the sandbank, which for the space of seven centuries continued to accumulate before the fortunate discovery took place which restored them to light. The Kings are carved in the best style of art of the 12th century, as seen in manuscripts and on monuments. The pieces consist of 19 Pawns, 6 Kings, 5 Queens, 13 Bishops, 14 Knights, and ten designated as "Wardens,' which take the place of the Rook or Castle, forming altogether the materials of six or seven sets. The largest King is four and an eighth inches high, and six and three-quarters in circumference, while the smallest "Warders" is an inch and five-eighths high and two and three-eighths in circumference. In finish the pieces vary very much, whilst some, as I have stated, are exquisitely carved, others are very crude. They were presented to the Museum in 1832.

CARSLAKE W. WOOD.

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SOME ADVICE TO A YOUNG PLAYER.

(Continued from page 47.)

IN offering these little fragments of advice with a view towards the betterment of your play, I do so with the consciousness that much of what I would say has been given by recognised authorities on the game in various treatises.

Mr. James Mason's "Principles of Chess," and Dr. Lasker's "Common Sense in Chess" are good works, both of which (as a first piece of advice) I recommend you to study. I need scarcely say that any instructions as to the conduct of *parties*, or on the general principles of the game, should not be regarded by you as rigid rules, but rather as suggestions, which, though tending to your advantage in the majority of cases, may be modified, or indeed altogether discarded if occasion demands. How to modify, or when to discard, practice alone will teach. And in beginning, I am reminded of a small poem, attributed I believe to the late Rev. G. A. Macdonnell—the genial "Mars"—it is as follows :—

> "When you don't know what to do,
> Always move your Queen's Pawn two."

Although, as a great man used to remark, "The moral of which saying lays in the application on it," yet to a young player it will be found to be a fairly good working rule, and more particularly when receiving odds.

In taking the odds of Knight, P—Q 4 is by no means a bad reply to 1 P—K 4, and it is without doubt the most effective way of declining the King's Gambit. I mention this latter fact from a sense of duty, but I do so with some reluctance, as my advice is—accept the gambit and take the consequences. As to the playing P—Q 4, I take it that the right "application on it" is, that in many games, after your forces are in action, this move sometimes gives more freedom to your pieces, and often is the beginning of an attack on your opponent's frontal formation. The right management of Pawns is a most important factor of all good chess play; I will even say that nothing marks the really great Chess General more plainly than his skilful handling of these private soldiers. Aim at forming a good centre with your Pawns, and prefer to make your Pawn exchanges towards the centre of the board, if made towards the sides some weakening of position often results. The Pawns on either flank stand best on the second and third ranks, the more a Pawn is advanced the more difficult it is to protect. Therefore when you push forward a Pawn to the 5th, let it be only for the purpose of immediate attack or exchange.

Many young players (and some old ones too) when they "don't know what to do," and this stage is often reached quite early in the game, have the habit of playing their Rook's Pawns one square, with no particular object—as Mr. Mason describes it, "aiming at nothing,—and hitting it." It is always well when you feel inclined to make these "country moves," to look around once more and consider if you cannot improve the disposition of your pieces, and at all events do not move either Rook's Pawn without some definite reason, such as to prevent an inconvenient pinning of the Knight, &c.

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When you have Castled on the King's side, be still more averse to play P—K R 3, if your opponent has not also Castled on the same side, as you then give him an opening for attack by P—K R 3, followed by P—K Kt 4 and P—Kt 5. Do not worry if you have your Pawns doubled on the Bishop's or Knight's files, they are often an advantage (besides you have the open file); *but* count it almost a slight humiliation to have doubled Rook's Pawns, as they are terribly weak.

One evil arising from Pawns being too far advanced in mid-game is that places (for some reason called "holes") may be created, where the enemy's Knights may lodge, and whence they cannot be driven by your too far advanced Pawns. Conversely it is good play to establish your Knight in such a "hole" in your adversaries' lines, and should you haply find one at K—B 5, you will find your Knight in a position to be most troublesome to your opponent, especially if he has Castled on King's side.

Do not defend King's Pawn on K 4 by P—K B 3 unless against the Fianchetto opening, as the King's Pawn may be taken by a Knight, and the retaking the Knight opens the way to Q—R 5 ch with dangerous possibilities.

Always make your first few moves in the game for the development of your pieces. Bring out both Knights before the Queen's Bishop. Your Bishops operate best from a distance, and the Knights must fight at close quarters.

Though the Knight and Bishop are nearly equal as fighting pieces, yet their comparative value varies in the different positions which the game assumes. Before exchanging these pieces consider which one, your own or that of your opponent, is likely to have the most influence on the position. A custom of late has prevailed among the masters of exchanging the Knight for the King's Bishop. This is a manœuvre which, in your case, will be of no advantage to you, and tends somewhat towards dulness. In order to fully understand the art of playing the Knight and Bishop, it is advisable that you should make yourself well acquainted with the method of mating with those pieces with the assistance of the King alone. This is one of the finest chess lessons possible, teaching when to check; when to move—imposing restraint; and the singular value in certain positions of the "waiting move," or *coup de repos*. When you have mastered the system, play the moves over again from time to time, as the mate is a very "De Wet" in its elusion of the memory. Although the Knight and Bishop mate seldom occurs in actual play, yet those pieces so often act in combination that you will do well to obtain full knowledge of their powers.

Towards the end of a game, if you should be a Pawn or two to the bad, try to make such "exchanges" as will leave your opponent with a Bishop of the opposite colour to your own. He will then find winning a difficult task, even if you cannot force a draw.

Remember that King, Bishop, and Rook's Pawn cannot win against King alone, unless Bishop commands the Queening square (R 8)—this pre-supposes that the lone King can arrive at that square first.

Do not forget, as did a first-class amateur the other day, that a King and two Knights cannot mate the solitary King.

Be prompt to take possession of an open file with your Rook.

Two Rooks doubled have more than double the strength of one.

A Rook on the 7th rank is increased in value by perhaps half a Pawn,

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When in doubt which Rook to move to King sq, the King's Rook is generally the right one, unless you intend soon to push forward the King's Bishop's Pawn, in which case the Rook is best on Bishop's square.

In end-game positions with Rooks and Pawns only, do not compose problems unless forming a mating net with the assistance of King. Try instead to get at the back of the adverse Pawns, where a Rook is like a terrier among rats.

Perhaps the most common error of young players is that, admiring the great power of the Queen, they send her out too early into the battle, from where, if she does not "foremost fighting fall," she is compelled to retreat upon her undeveloped forces. The Queen should in most openings be kept behind the fighting line, at all events for some time.

Be chary of capturing a distant Pawn with Queen; many games are lost owing to the Queen being thus lured away from the defence. Pawn grabbing is a fault, and one that many players never eradicate; but do not mistake, for to win a Pawn is good play, *providing that your position is not thereby too much damaged.* When a good player leaves a Pawn unguarded. it is either by oversight, or as a bait, or from stress in some other direction; and these reasons you should consider before making the capture.—F.P.W.

(To be continued.)

ANOTHER ALAPIN DEFENCE TO THE RUY LOPEZ.

In the *Novoya Vremya*, M. Tchigorin writes:—In the Ruy Lopez, the defence 3..., B—B 4 is considered unfavourable in view of the answer 4 P—B 3. But after 3..., Kt—B 3; 4 Castles, the Bishop on Q—B 4 acquires more value. This is strongly indicated by two games which we extract from the *Wiener Schachzeitung.*

GAME No. 1,988.

Played in the Vienna Chess Club, September 14th, 900.

Ruy Lopez.

NOTES BY S. ALAPIN.

WHITE. Dr. PH. MEITNER.	BLACK. Herr S. ALAPIN.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—Kt 5	3 Kt—B 3
4 Castles	4 B—B 4
5 P—B 3	

The books say that this move breaks down the B—B 4 defence.

	5 Castles
6 P—Q 4	6 B—Kt 3

.....Undoubtedly stronger than the book move, 6..., P × P. [Neither in the *Handbuch* nor in the works of Salvioli and Steinitz have I found the variation commencing with Castling on Black's 5th move. In the last is the following continuation in a game Winawer *v.* Helpern: 5 P—B 3, Kt × P; 6 Q—K 2, Kt—B 3; 7 P—Q 4, B—K 2; 8 P × P, Kt—Q 4; 9 R—Q sq, and Black lost.—M. Tchigorin.]

7 B—Kt 5	7 P—Q 3
8 B × Q Kt	8 P × B
9 Q—R 4	

The continuation 9 P × P, P × P; 10 Q × Q, R × Q; 11 Kt × P, B—R 3! is to the advantage of Black. For instance if 12 R—K sq, then Kt × K P, or if 12 Kt × Q B P, B × R; 13 Kt × R, B—Kt 4; 14 Kt—R 3, B—Q 2; 15 R—Q sq, R × Kt; 16 P—K 5, P—K R 3; 17 B—R 4, P—K Kt 4, &c.

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	9 P—K R 3	
10 Q × B P		

By continuing 10 B × Kt, Q × B; 11 Q × B P, White would indeed win a Pawn, but after 11..., R—Kt sq; 12 P × P, Q—B 4, &c., Black, with his two Bishops, has a very good attack.

	10 P × B	
11 Q × R	11 Q—Q 2	
13 P—Q 5	12 P—Kt 5	
13 K Kt—Q 2	13 P—Kt 6	
14 R P × P	14 Q—Kt 5	
15 Q—B 6	15 Kt—R 4	

.....A blunder would be 15 .., Q × Kt P, in view of Q × B.

	16 Kt—K B 3	

If K—R 2, the continuation would be Kt × P.

	16 Kt × Kt P	
17 Q Kt—Q 2	17 Kt—K 7 ch	
18 K—R sq	18 Kt—B 5	
19 R—K Kt sq	19 B × B P	
20 Q—B 4	20 Kt—K 7	
21 Kt—B sq		

It is obvious that after 21 Q × Kt, Q—R 4 ch, Black ought to win.

	21 Q—R 4 ch	
22 K Kt—R 2	22 Kt—Kt 6 ch	
23 Kt × Kt	23 B × Kt, and mate next move.	

GAME No. 1,989.

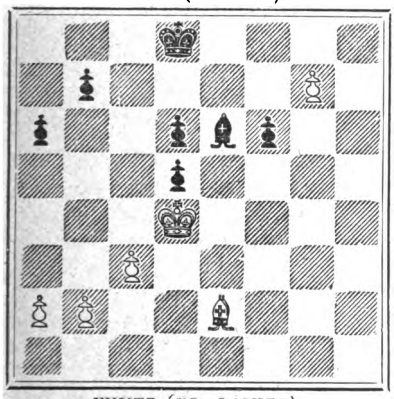
The other game was played by M. Alapin blindfold, in the Vienna Chess Club, in May, 1900.

WHITE. H. W.	BLACK. S. ALAPIN.		
1 P—K 4	1 P—K 4		
2 Kt—K B 3	2 Kt—Q B 3		
3 B—Kt 5	3 Kt—B 3		
4 Castles	4 B—B 4		
		5 Kt × P	5 Kt × Kt
		6 P—Q 4	6 P—Q R 3 !
		7 B—R 4	7 Kt × K P
		8 P × Kt ?	8 Q—R 5
		9 Q—Q 5 ?	

Black mates in three moves.

GAME-ENDINGS.

BLACK (MR. LEE).



WHITE (DR. LASKER).

The appended brilliant finish occurred at Hereford recently, in one of the simultaneous games played by Dr. Lasker against Mr. Robert Lee, of Hereford.

The game proceeded :—

WHITE.	BLACK
1 P—B 4	1 K—K 2
2 P × P	2 B—Kt sq
3 P—Kt 4	3 K—B 2
4 P—R 4	4 K × P
5 B × P	5 P × B
6 P—Kt 5,	

And Mr. Lee resigned.

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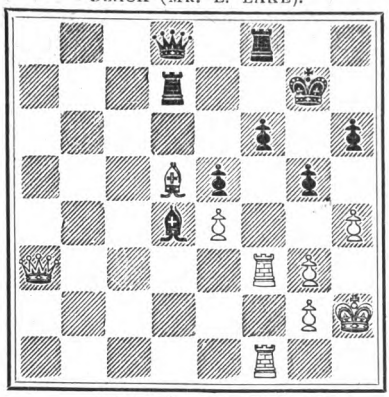
BLACK (MR. E. LAKE).



WHITE (DR. LASKER).

Game-ending from a simultaneous exhibition by Dr. Lasker, at the Norwich Club, November 28th, 1900.

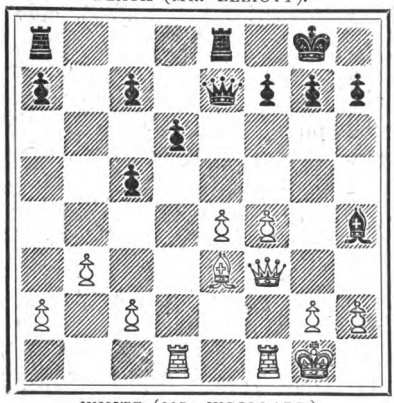
Continued as follows:—

WHITE.	BLACK.
41 R—Q Kt sq	41 R—R 2
42 Q × R	42 B × Q
43 K—Kt 7 ch	43 K—R sq

If K—Kt 3, then R × B and wins.

44 R × B	44 Q—Q B sq
45 R—Q Kt 3	45 P × P
46 R(Kt3)—Kt7	46 P × P ch
47 K × P	47 R—Kt sq ch
48 K—R 2	48 Resigns.

BLACK (MR. ELLIOTT).



WHITE (MR. WOOLLARD)

Game-ending from a match played between Bradford and Keighley, on January 14th, 1901. White's last move, B—Q 8, produces a rather uncommon version of a well-known winning position, which in this case is reached in finished style by Mr. Woollard.

Continued with:—

WHITE.	BLACK.
1 P—K 5	1 P × P
2 P × P	2 Q × P
3 Q × P ch	3 K—R sq
4 B—B 4	4 Q—B 6
5 B × P	5 Q R—B sq

6 B—Q 8, and wins.

THE MONTE CARLO TOURNEY.

WHO that has ever visited the Rivièra does not preserve a lively recollection of this its most beautiful spot? Nice, Mentone, Bordighera, and San Remo, on the Eastern side of it, and Cannes, Hyères, Antibes, and St. Raphael, on the Western side, all have their special attractions, but the loveliness of Monte Carlo in our opinion exceeds them all. It was a happy thought then of the proprietors of the great gaming establishment there to turn aside for once from their beaten track, and to extend their patronage to a game which is not one of chance. We have already spoken of the handsome prizes which were offered by the management to induce all the best chess players

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of the world to enter the tourney, and we only regret that five of them, Messrs. Lasker, Pillsbury, Showalter, Maróczy, and Burn found themselves unable to take part in it, but Mr. Pillsbury had a very good excuse, in that he had married a wife, and therefore could not come. A goodly number, however, sent in their names,—more than the prescribed number of twelve, to which the competition was originally limited, and accordingly the number of entries, with unanimous consent, was extended to 14. Of the two extras, Signor Reggio, the winner of the recent Italian National Tourney at Rome, has fully justified his admission by defeating Messrs. Blackburne, Gunsberg, and Mason; and although he will not be a prize-winner, he is evidently a fine player, and no doubt will be heard of again in other contests M. Didier, of the Philidor Club at Paris, can hardly be up to the standard of an international tourney, for, at the time of writing, he has not succeeded in winning a single game, has lost 11, and drawn one. The other twelve entrants are all old soldiers who have fought in many a battle, with the exception of Mr. Marshall, who, however, some years ago won his spurs. He and the veteran Winawer, and Mr. Mason, have not been successful in this tourney, for what reasons we do not know. At present Messrs. Janowski and Schlechter are running a neck and neck race for the two highest prizes, and for the three others Messrs. von Scheve, Tchigorin, and Alapin appear to have the best chance. The play was announced to begin on February 1st, but in consideration of Queen Victoria's funeral being fixed for the next day, it was very properly put off till Monday, February 4th. We have not heard yet the opinions of the players as to the operation of the new rule about scoring drawn games, but at any rate there seem to have been no openly expressed objections to it, and it appears to be at least as fair as any previous method of dealing with them.

	Alapin.	Blackburne.	Didier.	Gunsberg.	Janowski.	Marco.	Marshall.	Mason.	Mieses.	Reggio.	Scheve.	Schlechter.	Tchigorin.	Winawer.	Total.
Alapin	—	¼ ¼	1	¼ ¼	1	0	1	¼ ¼ ¼ ¼	1	¼ ¼	¼ ¼	¼ ¼	¼ ¼ ¼ ½		8¼
Blackburne	¼ ¼	—	1	0	0	1	1	1	1	½ 0	0	0	0	1	6½
Didier	0	0	—	0	0	0	0	¼ 0	0	0	0	0	0	0	¼
Gunsberg	¼ ¼	1	1	—	0	0	¼ ½	¼ ¼ ¼	¼	0	1	¼ 0	0	1	6½
Janowski	0	1	1	1	—	¼	¼ ¼ ½	0	1	1	1	1	1	1	10¼
Marco	1	0	1	1	¼ ¼	—	¼ 0	¼ ¼	0	1	0	0	¼ 0	¼	5¾
Marshall	0	0	1	¼ 0	¼ 0	¼ ½	—	1	0	1	0	¼ ¼	¼ ¼	0	5½
Mason	¼ ¼	0	¼ ½	¼ ¼	1	¼ ¼	0	—	0	0	0	0	0	1	4¼
Mieses	¼ ¼	0	1	¼ ¼	0	1	1	1	—	1	0	0	1	0	7
Reggio	0	¼ ½	1	1	0	0	0	1	0	—	0	0	0	1	4¾
Scheve	¼ ¼	1	1	0	0	1	1	1	1	1	—	1	0	¼	8¾
Schlechter	¼ ¼	1	1	¼ ½	0	1	¼ ¼	1	1	1	0	—	¼ ½	1	9½
Tchigorin	¼ ¼	1	1	1	0	¼ ½ ¼ ¼		1	0	1	1	¼ 0	—	1	9
Winawer	¼	0	1	0	0	¼ ½ ¼ ½		0	1	0	¼	0	0	—	4

PRIZE-WINNERS.

First prize, 5,000 f. (£200), Monsieur D. Janowski, Paris.
Second prize, 3,900 f. (£120), Herr C. Schlechter, Vienna.
Third prize, £80, Herr von Scheve.

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Fourth prize, £40, M. Tchigorin, St. Petersburg.
Fifth prize, £32, Herr Alapin, Berlin.
Sixth prize, £20. At the time we go to press the winner is not known.

CHESS LITERATURE.

WE are greatly pleased with the first numbers we have seen of the *Schweizerisce Schachzeitung*, those for December, 1900, and January, 1901, though they are the third and fourth of the new magazine's existence. It is, primarily, the organ of the "Swiss Chess Association," but its contents are of general interest, and it is exceedingly well edited by Messrs. Bachmann, Pestalozzi, and Dr. Schaad. Its size is that of the German *Schachzeitung*, though it does not yet contain so many pages, and it is beautifully printed on good paper in very clear type. We learn from it that at a recent tourney of the Davoz-Platz Club the first prize was won by Herr Sack with the score of 23½ out of 26 games; and that at the last meeting of the Lower Elbe Chess Association in the autumn, at Hamburg, there was, for the first time in Germany, a tourney for ladies only. Four competitors contended bravely for the prize of honour, a silver coffee service, which was won by Fräulein Brillow without losing or drawing a single game. The initiative of this contest proceeded from a ladies' association, which is trying to bring other board-games besides chess into honour in the female world.

WE have received the first number of a new American chess magazine, bearing the title of "The American Chess World," which gives every promise of having a long life and much usefulness. We are glad to be able to say this, both on account of the nature of its contents, and of the unpretentious manner in which it has made its appearance. We are not aware that it was heralded by any announcement, certainly not of a fulsome character; and in his opening address, the editor, makes the following simple and modest statement, "We believe that American chessists will liberally support a chess magazine which is moderate in price, and not too pretentious in its make-up: one which will include within its pages current news of the game, a dozen or more scores of modern games with notes, a goodly array of problems, and other items of interest. Such a magazine it will be our aim to publish, and while we may not equal some of our deceased predecessors in artistic merit, or plenitude of illustrations, we will at least live up to our standard, and fulfil every one of the few promises we make." In the opening number before us the editor has kept his word. It begins with a long and interesting article, extracted from the Cedar Rapids *Evening Gazette*, Iowa, U.S.A., on the life of Morphy, by a Mr. Buck, and this is followed by the editorial address. Then there are notices of current events, American and foreign, a selection of thirteen good games with notes, and ten original problems. The editor does not promise end-games, but we hope he will in future include them now and then in his programme. The magazine is of folio size, is printed on excellent paper, and costs only one dollar per annum.

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TO OUR SUBSCRIBERS.

SUBSCRIBERS who have not yet paid the Subscription for the current volume will greatly assist the Editor by remitting the amount—**EIGHT SHILLINGS**—without delay. Postal Orders to be *crossed* "& Co."—*The numbers of the orders should be kept for reference.* Cheques to be made payable to *British Chess Magazine.* All communications to be addressed: *British Chess Magazine*, 38, Park Cross Street, Leeds.

For the convenience of our American subscribers we have decided to accept $**2** in U.S. notes, in payment of one year's subscription. American exchanges will greatly oblige by giving publicity to this information.

C. S. KITCHIN MEMORIAL PRIZE.

A SPECIAL Meeting of the Executive of the Yorkshire Chess Association took place on February 28th, at the Grand Restaurant, Leeds, to consider a letter received from Mr. Clifford Kitchin, late of Leeds and Harrogate Chess Clubs, and for some time hon. treasurer of the Yorkshire Chess Association.

On behalf of himself and his brothers, Mr. Kitchin offered to provide an annual prize in memory of their late brother, Mr. Charles Stuart Kitchin, of Spring Lodge, Womersley, Yorkshire, who died November 29th, 1900. As will be seen from the conditions appended, the prize is for Correspondence play, because there is no prize of this kind in Yorkshire; and because such play tends to the theoretical study and scientific appreciation of the game; because, further, it admits of the competition of players who reside at a distance from clubs. There are many chess enthusiasts in Yorkshire who, owing to country residence, cannot appear at the clubs except on special occasions.

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It is proposed to purchase, and transfer into the names of the hon. secretary and hon. treasurer of the Y.C.A., as trustees for the Association, sufficient safe Debenture Stock to provide an income of £8 annually.

The donors of this splendid gift are:—Mr. Clifford Kitchin; Mr. D. B. Kitchin, late of Leeds and Harrogate Clubs, now of the British Club, and winner in 1898 of the championship of Hastings and St. Leonards Club, and of the championship of Sussex; Mr. Hubert Kitchin, once member of the Farsley Club; Mr. Percy Kitchin, once member of the Harrogate C.C.; Mr. E. H. Kitchin, late of the Harrogate and Cambridge University Clubs.

CONDITIONS.

The Prize to be called the "C. S. KITCHIN PRIZE."

To be an *Annual Prize* open to the competition of members of the Yorkshire Chess Association.

To be for *Correspondence Play.* Each competitor to play one game with each of the other competitors.

The Executive of the Y.C.A. (or a Sub-Committee appointed for the purpose) each year, say in March, to invite entries, and to select from among them those bonâ-fide deemed to be strongest, up to the number required.

The number of competitors to be limited to *eight.*

The first year of the competition to be 1901, the first year of the century.

There to be only *one prize.* In the event of a tie between two or more competitors, the tie to be decided by a further competition (or competitions) between them, to be at once commenced. The prize not to be divided.

The play (in order to avoid clashing with the engagements of the winter season) to commence say at the beginning of April each year.

No winner of the prize to be allowed *to compete a second time.*

The *competition* to be regulated by the executive of the Y.C.A., under the ordinary rules of county correspondence play. The accepted entries and the results of the competition, when decided, to be published. An entry to be made in the minutes or books of association of the conditions of the prize. A list of winners to be published in the yearly report of the association, with years of winning and clubs or localities of winners.

The *value of the prize* to be £8, less income tax.

Mr. I. M. Brown presided at the meeting, at which representatives of the following clubs were present: Leeds, Bradford, York, Malton, Leeds Blenheim, Crossgates, and Keighley. On the proposal of Mr. Wildman, Leeds, seconded by Mr. O. C. B. Brown, York, the hon. secretary was requested to express to Messrs. Kitchin the warmest thanks of the Association for their valuable gift. The conditions laid down were accepted, and Messrs. I. M. Brown, F. P. Wildman, and J. A Woollard were empowered

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to formulate the playing regulations, which will be issued without delay, as it is intended that play shall start during the first week in next month (April).

The sincere thanks of all Yorkshire chess-players are due to Messrs. Kitchin for their gift, the annual competition for which should help to materially raise the standard of chess-play in the county. The honour of winning such a contest, apart from any intrinsic value of the prize, will, no doubt, provoke keen competition, as the winner will be regarded as the holder of the 'blue ribbon' of correspondence play in Yorkshire.

We hope that the Association will do its best each year to secure for the purposes of the competition the cream of correspondence play in the county.

The annual contests between the four American colleges, Harvard, Yale, Princeton, and Columbia, took place as usual in the Christmas holidays, and the final scores were, Columbia $8\frac{1}{2}$ won to $3\frac{1}{2}$ lost; Harvard and Princeton each 6 won to 6 lost; Yale $3\frac{1}{2}$ won to $8\frac{1}{2}$ lost. Thus for the first time Harvard has had to yield its pride of place, after heading the the scores for six successive years.

We have had sent us, by the courtesy of its president, M. Delaire, a little *brochure* containing the rules and list of members of the Philidor Club, Paris, for 1901. There are no less than 248 members, and among them we notice the names of M. de Riviére, and of M. Didier, who is a competitor in the Monte Carlo tourney. The rules forbid betting, political, religious, or personal discussion, and the playing of any other game but chess in the club. The rules laid down by the police for the establishment and management of the club are very stringent indeed, but in Paris we suppose they are necessary.

We have hitherto, for want of space, omitted to notice two important National Tourneys, which took place respectively at Rome and Moscow, except, as regards the latter, by stating that an All-Russian Tourney was being held there. Seven Moscow players, whose names are not known to fame were engaged in it; three from Lödz, one being M. Janowski, who is a native of that place; one from Kieff; three from Rostoff; four from St. Petersburg, including Messrs. Tchigorin, Schiffers, and Lebedew; two from Charkoff; and one (M. Rosenkranz) from Libau. M. Tchigorin was the winner, and we will give particulars in our next. As regards the Italian Tourney, strange to say, it is ignored altogether by the principal Italian chess magazine, but we understand that it consisted of eleven players, including Sig. Crespi of Milan, and Sig. Vergani of the Hastings Tourney fame, and that the victor was Signor Reggio, who afterwards entered the Monte Carlo Tourney.

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The chess editor of the *Australasian* says that "he has been accustomed to treat the K P counter gambit in the Q P opening (1 P—Q 4, P—Q 4; 2 P—Q B 4, P—K 4) as having been introduced, if not invented by Mr. Marshall, of America, but that a correspondent has pointed out that it dates from 1893. when it was played by Herr Albin against Dr. Lasker in the 12th round of the New York Tourney of that year." This sort of thing is constantly happening. An experienced analyst gets an idea from some other player, and works it out on his own lines, quite ignoring the source from which he obtained it, and the variation is then called by his name. This was notably the case with the so-called Alapin's variation in the Evans Gambit, which was originated in the seventies by Messrs. Sanders and Ranken (though not sufficiently analysed by them) long before Herr Alapin was ever heard of.

Birmingham and District.—Mr. Bellingham's series of four lectures to the members of the Birmingham C.C. have proved most instructive and entertaining, and the attendance of members has been very good.

The Birmingham Club, on the first Saturday in March, plays a match by telephone with the City of London C.C. The club is as far as possible throwing open its rooms to members of neighbouring organisations. It is feared that the full available strength of the club will hardly be forthcoming.

The two semi-final matches in the Midland Union's championship contest were played on Saturday, February 23rd. At the Town Hall, Leicester: Warwickshire 7½, Leicestershire 5½. At the Y.M.C.A. rooms, Wolverhampton: Staffordshire 6½, Worcestershire 5½. There is one game undecided, claimed as a win by Worcestershire.

The annual match between Liverpool and Manchester was played at Manchester, on February 16th, with the following result:—

LIVERPOOL.		MANCHESTER.	
Mr. A. Burn	1	Mr. F. C. Carroll	0
Mr. A. Dod	1	Rev. W. C. Palmer	0
Mr. S. Wellington	1	Mr. R. Marriott	0
Mr. F. E. Spedding	*1	Mr. C. H. Wallwork	*0
Mr. A. Rutherford	0	Mr. H. Saunders	1
Mr. W. Dod	0	Mr. F. Loewenthal	1
Mr. H. E. Gardner	0	Mr. E. Spencer	1
Mr. P. R. England	1	Mr. A. Grierson	0
Dr. J. H. Shaw	1	Mr. C. J. B. Lowe	0
Mr. F. T. Edge	0	Mr. E. W. Ruttle	1
	6		4

* Adjudicated by Dr. Lasker.

Northern Counties Chess Union.—A challenge has been received by the secretary of the N.C.C.U., from the secretary of the Scottish Association, to contest a match at Glasgow, on May 25th, with teams of 20 players on each side, and the matter is now under consideration.

Correspondence Match: N.C.C.U. *v.* S.C.C.U.—Considerable progress has been made during the past month, and the latest score is South 36, North 22, drawn 10, = 41 to 27 in favour of the South.

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N.C.C.U. Individual Championship.—Good progress has to be recorded in this competition. Mr. F. Downey (Northumberland) defeated Mr. James Birks (Durham), at Newcastle, after a drawn game played at West Hartlepool. Mr. Hugh Doyle (Cumberland) defeated Dr. Shaw (Lancashire), at Carnforth. The remaining tie was contested at Leeds, on February 23rd, the players being Mr. J. Musgrove (Yorkshire) and Mr. Rhodes Marriott (Cheshire). After nearly five hours' play it was decided to submit the position to Doctor Lasker for adjudication.

Position:—Musgrove, White: K at K R 3, Kt at K B 6, B at Q B 5, Pawns at K Kt 4, K 5, Q 4, and Q Kt 4. Marriott, Black: K at K B 2, Kt at Q B 3, B at Q Kt 6, Pawns at K Kt 4, Q 4, and Q Kt 4.

Mr. Musgrove suggests the following continuations:—

Variation 1: 1..., K—Kt 3; 1 Kt—K 8, B—B 5; 3 Kt—B 7, K—B 2; 4 P—K 6 ch, K—B 3; 5 B—Q 6, B—Kt 6; 6 Kt × Kt P, K × P; 7 B—B 5, wins.

Variation 2: 1..., B—B 5; 2 Kt—R 7, K—Kt 3; 3 Kt—B 8 ch, K—B 2; 4 P—K 6 ch, K—B 3; 5 P—K 7, if Kt × P; 6 B × Kt, K × B; 7 Kt—R 7, which wins K—Kt P and game.

Variation 3: 1..., K—Kt 3; 2 Kt—K 8, Kt—Q sq; 3 Kt—B 7, B—B 5; 4 P—K 6, wins at once.

Variation 4: 1.., Kt—Q sq; 2 Kt—R 5, Kt—Kt 3; 3 Kt—Kt 3, Kt × B; 4 Q P × Kt, K—K 3; 5 P—B 6, &c. If ..., 3 Kt—B 5 ch; 4 K—R 2, B—Q 8; 5 Kt—B 5, B × P; 6 Kt—Q 6 ch, K—Kt 3!; 7 Kt × P, K—R 4; B—K 7, &c. If ..., 3 B—B 7; 4 Kt—B 5, B × Kt; 5 P × B, Kt × B; 6 Q P × Kt, P—Q 5; 7 P—Q B 6, &c.

We announced briefly last month the marriage of Mr. H. N. Pillsbury, the American chess champion, and now we have pleasure in giving a few more authentic particulars. Harry N. Pillsbury and Mary E. Bush were married in Chicago, Ill., on January 17th, 1901, by the Rev. Frank de Witt Talmage, at the home of Mr. Bush, a brother of the bride. The bride is the daughter of the late Albert J. Bush, who at his death was judge of the County Court, Sullivan County, New York, and resided at Monticello. Judge Bush was considered the ablest lawyer in Sullivan County, and up to the date of his death was respected by all throughout the community in which he resided alike for his ability and integrity of purpose. His daughter was born at Monticello, and resided there with her mother several years after the death of her father. She and Mr. Pillsbury have been friends for many years. Prior to her marriage Mrs. Pillsbury spent some time in Philadelphia with friends of her family, and during that time many of Mr. Pillsbury's friends had the pleasure of meeting her. All were charmed not only with Mrs. Pillsbury's beauty, but with her unusually bright mental attainments, and now unite in extending to Mr. Pillsbury their heartiest congratulations. The only regret of Mr. and Mrs. Pillsbury's friends was that the marriage did not take place in Philadelphia, but this

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unfortunately was prevented by Mr. Pillsbury's business engagements. Mr. and Mrs. Pillsbury at present are enjoying an extended tour through the southern and western portions of the United States.

Wilts Oxonians *v.* Oxford University.—This annual fixture took place at Oxford, on February 5th. The visitors were entertained to luncheon at the Randolph Hotel, Mr. Davidson (president) in the chair. Messrs. Carlyle and Lake very kindly filled the places of two who were unable to be present on account of the snowstorm. In the evening, 'Varsity Past and Present played against Oxford City ten players a-side, when the match ended in a tie—five games all. We give the full score of the afternoon match. Mr. Lane, the first board player, is quite blind.

WILTS OXONIANS.		OXFORD UNIVERSITY.	
Rev. A. Gordon Ross	½	Mr. F. W. Lane	½
Rev. J. F. Welsh	1	Mr. J. R. W. Robinson	0
Mr. A. Schomberg	½	Mr. H. F. Davidson	½
Rev. E. Wells	1	Mr. F. A. Babcock	0
Mr. E. J. Carlyle	1	Mr. A. von Ernsthausen	0
Rev. K. Lake	½	Mr. W. M. Grundy	½
Mr. F. J. Welsh, Junr.	1	Mr. E. Jacomb	0
	7½		2½

Southern Counties Chess Union.—The contest in the Western section has begun. On February 16th, Wilts beat Somerset, at Trowbridge, 10—6. This is the first time Wilts have won a championship match. Now, if they can beat Gloucestershire, they will reach the final round. The energy displayed in Wilts for ten years past was bound to have its effect in due time, and we heartily congratulate the Wilts players. Somerset played Gloucestershire on February 23rd, at Bath, when Gloucestershire won by 11 to 6.

On February 14th, a match in the S.C.C.U. contest was played at the City of London Club, between Essex and Cambridgeshire, the final score being 9½ to 6½ in favour of Essex.

Chess in Scotland.—In the final tie for the Richardson Cup, Edinburgh defeated Glasgow by 4 to 1, and thereby won the Cup for this year. Score:—

EDINBURGH.		GLASGOW.	
Mr. G. P. Galloway	1	Mr. J. Gilchrist	0
Mr. H. Jackson	1	Mr. J. Russell	0
Mr. E. Macdonald	1	Mr. Wm. Black	0
Mr. D. Y. Mills	½	Mr. J. R. Longwill	½
Mr. J. G. Thomson	½	Mr. A. J. Neilson	½
	4		1

The result was rather a surprise both to Glasgow and Edinburgh, but there is little doubt the better team won. This Cup has now been instituted three years, and has been held successively by the Dundee, Glasgow, and Edinburgh Chess Clubs.

The Correspondence Tournament of the Scottish Chess Association is now concluded with the following result:—

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FIRST SECTION.

		1	2	3	4	5	6	7	Total.
Mr. A. Fraser, Edinburgh	1	—	0	1	0	0	0	0	1
Mr. R. Simson, Edinburgh	2	1	—	0	0	0	1	0	2
Mr. R. D. Nicol, Glasgow	3	0	1	—	0	0	½	1	2½
Dr. Macdonald, Foyers	4	1	1	1	—	1	1	1	6
Mr. J. Connor, Garelochhead	5	1	1	1	0	—	1	1	5
Mr. J. L. M'Naughton, Buckie	6	1	0	½	0	0	—	½	2
Dr. Duguid, Junr., Buckie	7	1	1	0	0	0	½	—	2½

SECOND SECTION.

		1	2	3	4	5	6	7	Total.
Mr. T. Lupton, Stirling	1	—	0	1	1	0	1	1	4
Mr. K. D. Mackenzie, Glasgow	2	1	—	1	0	0	½	1	3½
Mr. W. Battrum, Helensburgh	3	0	0	—	0	0	1	1	2
Mr. J. Muirhead, Glasgow	4	0	1	1	—	½	1	1	4½
Mr. J. R. Lee, Govey	5	1	1	1	½	—	½	1	5
Dr. Wyse, Polmont	6	0	½	0	0	½	—	0	1
Dr. Lock, Newton Stewart...	7	0	0	0	0	0	1	—	1

Mr. D. Y. Mills gave £5 towards the prize fund, and it will be seen that Dr. Macdonald is the winner of the first prize, viz., £2 and a handsome Maltese cross, while the second prize of £1, along with a gold shield, goes to Mr. T. R. Lee, Mr. Connor, of Gaaelochhead, being 3rd.

The Scottish Chess Association begins its annual Tournament at the Glasgow Chess Club, on 24th May. The various competitions are open to any member of the Scottish Chess Association, and membership of this Association is open to ladies and gentlemen, (1) resident in Scotland; (2) natives of Scotland, (3) of Scottish extraction (though resident elsewhere). Entry money, 5/-. Honorary secretary, D. Y. Mills, 28, St. Andrew's Square, Edinburgh. The president, Mr. A. T. Reid, of Glasgow, having given 20 guineas towards the prize fund, the following prizes will be competed for:—

Major Tournament. Deciding championship of Scotland. First prize, £8 8s. and Spens Memorial Gold Medal, also to hold Championship Cup for year; second prize £5 5s., third prize £3 3s., fourth prize £2 2s. Entry money, 10s. Minor Tournament. For players not considered strong enough for the Major. First prize £5 5s., second prize £3 3s, third prize £2 2s, fourth prize £1 1s. Entrance money, 5s. Handicap Tournament. On "knock-out" plan; open to all members. First prize £4 4s., second prize £3 3s., third prize £2 2s., fourth prize £2 2s. Entry money, 2s. 6d.

The performances of the Stirling Chess Club recently deserve special mention. They have drawn with Edinburgh, and were only defeated by "Burns" (Glasgow) by 9½ to 8½, in a match of fifteen a-side.

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THE LONDON LEAGUE COMPETITION.—Play in the various divisions of the League Competition have now made good progress, as will be seen by the subjoined score.

In the "A" Division the leaders are—Lud-Eagle, 8 out of 8; North London, 6½ out of 8; and Athenæum, 6½ out of 8; and from this it looks as if Lud-Eagle would prove the winners. In 'C' Division the leaders are—Clapham, 7 out of 8; and Polytechnic, 6½ out of 8; as the former has only Barnsbury to play, it looks as if the latter will be the winner. In the Early Division, Forest Gate is the winner, with 4½ out of 5, as no other competitor can reach this score.

RESULTS OF LEAGUE MATCHES.

February	5	...	North London	won	...	...	West London	lost.
,,	7	...	Athenæum	15½	...	...	Brixton	4½.
,,	12	...	Hampstead	11	...	...	Battersea	9.
,,	14	...	North London	10	...	..	Metropolitan	10.
,,	14	...	West London	won	...	...	Lee	lost.
,,	18	...	Lud-Eagle	14½	...	...	East London	5½.
,,	19	...	Battersea	15½	...	...	Brixton	4½.

LONDON CHESS LEAGUE SCORE, 1900-1.

"A" DIVISION.

		1	2	3	4	5	6	7	8	9	10	11
Athenæum	1	—	1	1	1			1	0	1		½
Battersea	2	0	—	1	1			1	0		0	½
Brixton	3	0	0	—		0			0	0	0	0
East London	4	0	0		—	1	0	1	0	0		1
Hampstead	5			1	0	—	*		0	½	0	
Insurance	6				1	*	—	1	0		0	1
Lee	7	0	0		0		0	—	0	0	0	
Lud-Eagle	8	1	1	1	1	1	1	1	—		1	
Metropolitan	9	0		1	1	½		1		—	½	1
North London	10		1	1		1	1	1	0	½	—	1
West London	11	½	½	1	0		0			0	0	—

* The result of the match between Hampstead and Insurance, played December 10th, is not yet settled, there being one game left for consideration by the Committee, and the result of the match is dependent on the action of the Committee.

"B" DIVISION. NO. ENTRIES.

"C" DIVISION.

		1	2	3	4	5	6	7	8	9	10
Barnsbury	1	—		0	0	0	1	0		0	1
Clapham	2		—	1	½	1	1	½	1	1	1
Kennington	3	1	0	—	1	0	0	½		1	1
Maida Vale	4	1	½	0	—	0	1	1	1	1	1
Polytechnic	5	1	0	1	1	—	1	1		½	1
St. Martin's	6	0	0	1	0	0	—	0		1	1
Toynbee	7	1	½	½	0	0	1	—	1		1
Walthamstow	8		0		0			0	—	½	1
West Norwood	9	1	0	0	0	½	0	0	½	—	0
Willis Street	10	0	0	0	0	0	0	0	0	1	—

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EARLY DIVISION.

	1	2	3	4	5	6
Forest Gate	—	1	1	½	1	1
Ladies	0	—	½	1	1	½
London County Council	0	½	—	½	1	
Local Government Board	½	0	½	—		1
Victoria	0	0	0	0	—	0
Wood Green	0	½		0	1	—

LONDON CHESS.—On the 5th February, the Metropolitan sent a team to Oxford, to play the University. Result: Metropolitan 5½, Oxford 4½.

The City of London Club sent a team to Cambridge, on 23rd February, to play a team representing the University, headed by Mr. W. H. Gunston. The Cantabs won the match by 8½ to 7½.

The leaders in the Championship Tournament of the City Club are: Lawrence, 13 out of 14; E. O. Jones, 12½ out of 15; Herbert Jacobs, 14½ out of 18; W. Ward, 12½ out of 16; H. G. Barlow, 11 out of 17; and A. Curnock, 9 out of 14.

Yorkshire Chess Association.—The Executive of the Y.C.A. met at Leeds, on February 16th, Mr. J. A. Guy (Bradford) in the chair. A challenge from the Scottish Association to a match on twenty boards at Glasgow, on May 25th, was considered, and regretfully declined owing to the extreme unlikelihood of a representative team being obtainable for a match at such a distance. The hon. secretary was, however, instructed to intimate that if the challenge was transferred to the Northern Counties Union, the Yorkshire Association would be prepared to furnish its due quota of players. The selection of a team of players to represent Yorkshire in the match with Lancashire, to be played at Leeds, on March 23rd, in the final round of the Northern Counties Championship, was then proceeded with, and a list of between forty and fifty players was prepared. The hon. secretary reported that the County Tournaments had resulted as follows:—

CLASS "A." FIRST ROUND.

F. C. Howell (Leeds) beat F. P. Wildman (Leeds) [preliminary round].
F. H. Wright (Wakefield) beat F. C. Howell (Leeds).
J. Musgrove (Leeds) beat J. T. Fairbank (Farsley).
S. Holden (Leeds) beat G. Pollard (Dewsbury).
C. Croft (Burley-in-Wharfedale) beat J. Jonas (Leeds).
W. T. Butterfield (Ilkley) beat I. M. Brown (Bradford).
C. W. Roberts (Brighouse) beat J. A. Woollard (Keighley).
F. E. Foster (Sheffield) w.o., A. E. Harrison (Sheffield) retired.
G. H. Harrison (Sheffield) beat A. E. Mercer (Sheffield).
A. Baker (Almondbury) beat Dr. Parke (Milnsbridge).
G. H. Fletcher (Huddersfield) beat J. A. Liversedge (Honley).
W. Atkinson (Hull) beat E. Waterhouse (Hull).
J. J. Shields (Hull) beat R. H. Philip (Hull).

SECOND ROUND.

J. Musgrove (Leeds) beat S. Holden (Leeds).
F. H. Wright (Wakefield) beat C. Croft (Burley-in-Wharfedale).
W. T. Butterfield (Ilkley) beat C. W. Roberts (Brighouse).
A. Baker (Huddersfield) beat G. H. Fletcher (Huddersfield).
W. Atkinson (Hull) beat J. J. Shields (Hull).

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THIRD ROUND.

J. Musgrove (Leeds) beat W. T. Butterfield (Ilkley).
W. Atkinson (Hull) beat F. E. Foster (Sheffield).
F. H. Wright (Wakefield) and A. Baker (Huddersfield) drew.

FINAL ROUND.

Musgrove drew with Wright and beat Atkinson; Atkinson beat Wright.

First prize, £4 4s. and County Championship, J. Musgrove, Leeds.
Second prize, W. Atkinson, Hull.

CLASS "B." FIRST ROUND.

Rev. J. L. Peach (Malton) beat J. J Farrell (York) [preliminary round].
J. Egan (Bradford) w.o., G. L. Rockett (Leeds) retired.
J. P. Myers (Leeds) beat J. Slatter (Leeds All Hallows').
C. W. Jeffrey (Leeds Blenheim) beat W. W. Marshall (Farsley).
E. Rowe (Leeds) beat T. Smith (Leeds).
J. Sadler (Malton) beat W. Baker (Malton).
Rev. J. L. Peach (Malton) beat L. R. Flint (York).
C. F. Lines (Huddersfield) beat E. Walton, jun. (Sheffield).
W. Clough (Keighley) beat F. S. Bancroft (Halifax).
W. H. Pollitt (Halifax) beat W. C. Wilson (Keighley).

SECOND ROUND.

E. Rowe (Leeds) beat J. Egan (Bradford).
J. P. Myers (Leeds) beat C. W. Jeffrey (Leeds Blenheim).
G. W. Beaumont (Crossgates) a bye.
Rev. J. L. Peach (Malton) beat J. Sadler (Malton).
J. Charlesworth (New Mill) w.o., C. F. Lines (Huddersfield) retired.
W. Clough (Keighley) beat W. H. Pollitt (Halifax).

THIRD ROUND.

J. Charlesworth (Huddersfield) beat G. W. Beaumont (Crossgates).
E. Rowe (Leeds) beat J. P. Myers (Leeds).
Rev. J. L. Peach (Malton) beat W. Clough (Keighley).

FINAL ROUND.

Rev. J. L. Peach beat Charlesworth and Rowe; Charlesworth beat Rowe.

First prize, £3 3s., Rev. J. L. Peach, Malton.
Second prize, £1 11s. 6d., J. Charlesworth, Huddersfield.

CLASS "C." FIRST ROUND.

J. T. Stockwell (Leeds) beat A. Illingworth (Leeds Blenheim).
E. Butterfield (Farsley) beat W. Skirrow (Leeds Blenheim).
R. S. Sumner (Leeds) beat C. Busfield (Farsley).
A. W. Preston (Dewsbury) beat T. Page (Farsley).
W. Halstead (Huddersfield) beat H. H. Holroyd (Sheffield).
L. J. Lean (Sheffield) w.o., G. Harrison (Sheffield) retired.
C. Sawtell (Sheffield) beat J. Hemmings (Sheffield).
E. Tyas (Huddersfield) beat Dr. Banham (Sheffield).
F. K. Adcock (Halifax) beat S. Hoyle (Sowerby Bridge).
J. R. M. Calveart (Halifax) beat O. L. Anders (Halifax).
J. H. Mason (York) beat O. C. B. Brown (York).
W. Wolff (Hull) beat A. Dunbar (York).

SECOND ROUND.

J. T. Stockwell (Leeds) beat E. Butterfield (Farsley).
A. W. Preston (Dewsbury) beat R. S. Sumner (Leeds).
L. J. Lean (Sheffield) w.o., W. Halstead (Huddersfield) retired.
E. Tyas (Huddersfield) beat C. Sawtell (Sheffield).
O. L. Anders (Halifax) beat F. K. Adcock (Halifax).
W. Wolff (Hull) beat J. H. Mason (York).

THIRD ROUND.

J. T. Stockwell (Leeds) beat O. L. Anders (Halifax).
A. W. Preston (Dewsbury) beat L. J. Lean (Sheffield).
W. Wolff (Hull) beat E. Tyas (Huddersfield).

FINAL ROUND.

A. W. Preston beat Stockwell and Wolff, and took first prize, £2 2s.
Stockwell and Wolff divided second prize, £1 1s.

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GAME No. 1,990.

Played at Norwich, 28th November, 1900.

Remove Black's K B P.

NOTES BY JAS. MASON.

	WHITE. Dr. CROOK.	BLACK. Dr. E. LASKER.
1	P—K 4	1 ——
2	P—Q 4	2 P—Q 3
3	B—Q 3	

There is much in favour of 3 B—Q B 4, as a move more apt to concern Black to the full extent of his initial disabilities. As here posted the Bishop relies for its best effect upon further advance of the King Pawn, with later Q—R 5+, &c., in a sort of rash attack often ventured, but of course highly improbable in the present case.

		3 Kt—Q B 3
4	P—Q B 3	4 P—K 4
5	P—Q 5	5 Q Kt—K 2
6	Kt—K B 3	6 Kt—K B 3
7	B—K Kt 5	7 P—Q B 3
8	P—Q B 4	8 P—Q R 3

... .A very different and may be safer game would follow from 8..., Kt—Kt 3; strictly defending, in order to safely Castle.

9	B × Kt	9 P × B
10	Kt—R 4	10 Q—Kt 3
11	Q—Q 2	

No good would be likely to come of the check. After this some very intricate play claims attention. White is not too anxious about his Pawn, and soon the parties might be supposed to be contending on level terms, for all one may readily discern to the contrary.

		11 Kt—Kt 3
12	Kt—B 5	12 B × Kt
13	P × B	13 Kt—B 5
14	B—B sq	14 B—R 3
15	Q—B 2	15 P × P
16	P—K Kt 3	16 Kt—R 4
17	B—K 2	17 Kt—Kt 2
18	Kt—B 3	

In fine form. Dr. Lasker's counter attack is practically exhausted, and he has again to assume the burden of defence. At the same time it must be said Dr. Crook plays a most courageous game.

		18 P × P
19	Castles	19 R—Q B sq
20	Kt—Q 5	20 Q—Q sq
21	Q—R 4 ch	21 K—B 2
22	Q R—Q sq	22 R—K Kt sq

..... Better 22..., R—B sq. Of course 22..., Kt × P would not do, if only because of 23 B—Kt 4, gaining at least the exchange.

23	Q—Kt 4	23 P—Q Kt 4
24	Kt × K B P	

See Diagram, p. 108.

A brilliant and sound sacrifice. Judging the position now, the result ought to be a victory for White.

		24 Q × Kt
25	R × P	25 Q—Kt 4
26	P—K R 4	

Far stronger would be 26 P—B 4 !. Then, for instance, if 26..., P × P; 27

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R—Q 7+, K—K sq; 28 Q—Q 6, threatening 29 B—R 5+, Black would have no escape.

		26 Q × B P
27	R × B	27 Kt—K 3
28	Q—Q 6	28 Kt—Q 5
29	R—K sq	29 Q R—Q sq
30	Q—B 7 ch	30 R—Q 2
31	R × P ch	31 R—Kt 2
32	B—R 5 ch	32 K—K 3
33	R—R 6 ch	33 K—Q 4
34	Q—B 8	34 Q—B 5

.....After this, but for White's slip at his 37th move, would probably be drawn.

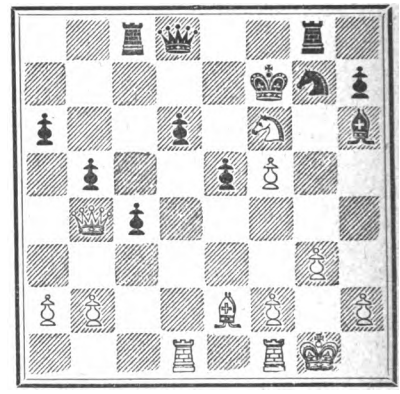
35	Q—R 8 ch	35 K—B 4
36	Q × R P	36 R × P ch
37	K—B sq ?	37 R—R 6
38	Resigns.	

Mate soon inevitable. This would be the draw,—37 P × R, Q × P+; 38 K moves, Q—R 6+; 39 K—B 2, Q—R 7+; 40 K—B sq !, &c.

Position after White's 24th move :—

Kt × K B P.

BLACK (DR. LASKER).



WHITE (DR. CROOK).

GAME No. 1,991.

An interesting specimen of the Bishop's Gambit, played in the "A" Division of the London Chess League, 5th December, 1900. It should be stated that Mr. Howell was acquainted with the variation arising from 8 B × P ch, and hoped to be able to find a satisfactory defence; but it is difficult to see where his moves could be improved. In several variations analysed after the conclusion of the game, White always emerged with the superior position.

Bishop's Gambit.

NOTES BY JAS. MASON.

	WHITE. Mr. W. WARD, *Athenæum.*	BLACK. Mr. P. HOWELL, *Lud-Eagle.*
1	P—K 4	1 P—K 4
2	P—K B 4	2 P × P
3	B—B 4	3 P—Q 4
4	B × P	4 Q—R 5 ch
5	K—B sq	5 P—K Kt 4
6	Kt—K B 3	6 Q—R 4
7	P—K R 4	7 P—K R 3

.....Giving occasion for a line of play generally unfavourable to Black. The orthodox move now is 7..., B—Kt 2; just in order to avoid what follows.

8	B × P ch	8 Q × B
9	Kt—K 5	9 Q—B 3
10	Q—R 5 ch	10 K—Q sq
11	Kt—B 7 ch	11 K—K 2
12	Kt × R	12 Q × Kt
13	P × P	13 Q—K 4
14	P × P	14 Q × Q
15	R × Q	15 B × P
16	P—Q 3	16 B—K 3
17	Kt—B 3	17 P—B 3
18	B—Q 2	

As a forced result of this, White secures two Pawns and the exchange in return for his piece; while besides he is able to maintain a promising sort of attack, with a third Pawn in sight.

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Or 18 P—K Kt 3, simply making sure of the third Pawn. But as it goes the little counter attack presently offered makes no difference.

		18 Kt—Q 2
19	P—K Kt 3	19 R—K B sq
20	K—Kt sq	20 B—Kt 5
21	R—R 4	21 Kt—K 4
22	R—K B sq !	22 Kt—B 6 ch

.....What better than all this from Black's unfortunate 7..., P—K R 3 ?. Recovery of the exchange here is but momentary; and the forlorn aspect of the probable ending remains.

23	R × Kt	23 B × R
24	P × P	24 B—Kt 2

.....To save the other Bishop. But on its merits nothing can save the game.

25	K—B 2	25 B × Kt
26	B × B	26 B—Q 8
27	B—Kt 4 ch	27 K—K sq
28	B × R	28 K × B
29	P—B 3	29 B—B 7
30	K—K 3	30 B—Kt 8
31	R—R 7	31 Kt—K 2
32	P—Q R 3	32 P—Kt 4
33	P—B 5	33 P—R 4
34	P—B 6	34 Kt—Kt 3
35	P—Q 4	35 P—B 4
36	R—K Kt 7	36 Kt—R 5
37	R—Q R 7	37 P × P ch
38	P × P	38 B—R 7
39	R—R 8 ch	39 Resigns.

GAME No. 1,992.

Played recently by Correspondence between Mr. A. E. Tietjen (London) and Mr. R. E. Fraser (Dundee).

French Defence.

NOTES BY JAS. MASON.

	WHITE. Mr. A. E. TIETJEN.	BLACK. Mr. R. E. FRASER.
1	P—Q 4	1 P—K 3
2	P—K 4	2 P—Q 4
3	Kt—Q B 3	3 Kt—K B 3
4	P—K 5	4 K Kt—Q 2
5	P—B 4	5 P—Q B 4
6	P × P	6 B × P

.....The Pawn may as well be recovered later, after 6..., Kt—Q B 3; option of taking with Bishop or Knight being a sound reservation. Immediate capture allows full scope to the attack proceeding from 7..., Q—Kt 4, and thus makes for a very dangerous sort of game.

7	Q—Kt 4 !	7 P—K Kt 3

..... Castling is the accredited alternative now. But either way the defence is one of much difficulty. Its general principle is to keep the King tolerably safe while carrying out ultimately winning manœuvres on the Queen side. Or Black plays for the end-game—risking the constant peril of attack all through the opening—and beyond.

8	B—Q 3	8 Q Kt—B 3
9	P—Q R 3	9 P—Q R 3
10	Kt—B 3	10 P—Q Kt 4
11	P—Kt 4	11 B—R 2
12	Kt—K 2	12 Q—K 2

.....A point in Black's general scheme is that he somehow menaces adverse Queen Knight Pawn. But it comes to nothing. Or, rather, the massing of force on the Queen side, with a view of it, works out unfavourably.

13	B—Kt 2	13 B—Kt 2
14	P—K R 4	14 P—K R 4
15	Q—Kt 3	15 Kt—Kt 3
16	Kt—Kt 5	16 R—Q B sq
17	R—K B sq	

Threatening 18 Kt × B P !, (if) K × Kt; 19 Q × P +, K—B sq; 20 P—B 5, &c., with overwhelming advantage.

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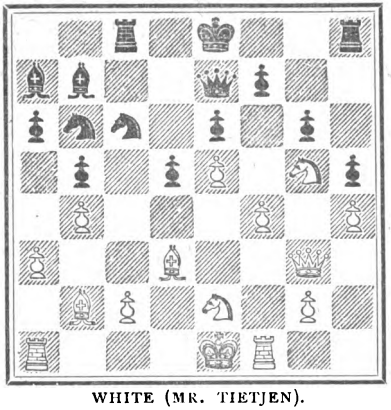
Position after White's 17th move:—
R—K B sq.
BLACK (MR. FRASER).



WHITE (MR. TIETJEN).

17 K—Q sq

.....What is the best measure of defence at this critical juncture is no easy question. Perhaps 17..., Kt—Q sq, with intention to pass the King away over Q 2, would be as good as anything. If 17..., Kt × Kt P; 18 P × Kt, Q × P+; 19 P—B 3, Q × B; 20 R—Q Kt sq, Q—R 6; 21 Kt × B P, it is hard to say what would happen—if there would be no disadvantage to Black. Or 17..., Kt × Kt P; 18 B × P+, to interpose other Bishop, if necessary. But this might not be so good for White, because much of the strength of his attack on the King would be lost.

18	P—B 5 !	18 Kt P × P
19	B × B P !	19 P × B
20	R × P	20 R—K Kt sq

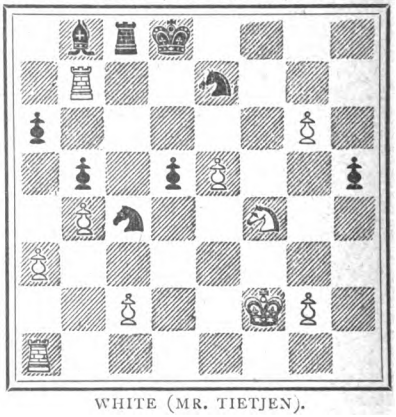
.....The exchange must be given up sooner or later. In this way the Queens are got rid of, and it seems as good as any other for defence.

21	R × P	21 R × Kt
22	Q × R	22 Q × Q
23	P × Q	23 Kt—B 5

....If 23..., Kt—K 2, then, probably, 24 P—K 6, and White's Bishop would join in help to the Pawns. Black's danger from the advancing passed Pawns is very evident; and his manner of meeting it keeps up the interest of the contest to the very end.

24	R × B	24 Kt × B
25	P—Kt 6	25 B—Kt sq !
26	K—B 2	26 Kt—K 2
27	Kt—B 4	27 Kt—B 5

Position after Black's 27th move:—
Kt—B 5.
BLACK (MR. FRASER).



WHITE (MR. TIETJEN).

.....Here 27..., R × P+ is strongly tempting. But if 27..., B × P?, then of course 28 R—K sq, and further defence would be over difficult.

28 Kt × Q P

An extremely fine move, probably overlooked by Mr. Fraser.

28 Kt × Kt

.....If 28..., Kt × Kt P, then 29 Kt—B 6, threatening 30 R—Q sq+, winning a piece somehow.

29 P—Kt 7

But now 29 R—Q sq will not do, on account of 29..., Kt—K 6 ! — Black probably winning.

		29 Kt—K 2
30	R—Q sq ch	30 K—K sq
31	Q R—Q 7	

It was to thus double the Rooks that the Knight was made a sacrifice. If Black continues 31..., Kt—Kt sq?, then 32 R—K B 7, &c. All this play merits particular attention.

		31 K—B 2
32	R × Kt ch	32 K—Kt sq

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33	P—K 6	33 B—K 4
34	K—B 3	34 Kt—Q 3
35	K R—B 7	35 R—Kt sq
36	Q R—Q 7	36 Kt—K sq
37	R—R 7	37 B × P
38	K—K 4	

Careless whether the exchange goes as follows or not. Forward action of the King, with temporary exclusion of Black Rook from Queen Bishop file, is fair compensation.

		38 Kt—B 3 ch
39	K—B 5	39 Kt × R
40	P × Kt	40 R—B sq ch
41	K—K 6	41 B—B 3
42	R × P	42 B—Kt 4
43	R—R 5	43 R—B 3 ch
44	K—K 5 !	44 R—B 7
45	R × P	45 R × B P

....Or 45..., R × Kt P; about the same thing.

46	K—Q 6 !	46 B—B 3
47	R × P	

After this the Pawns are easily more than a match for the Bishop — and a fine game draws to a close.

		47 R × P
48	R—Q B 5	48 K—B 2
49	K—B 7	49 R—Q 7
50	K—B 8	50 B—R 5
51	P—Kt 5	51 K—K 3
52	R—B 6 ch	52 K—K 2
53	P—Kt 6	53 R × P
54	R—B 7	54 Resigns

.. ..For, as Mr. Tietjen adds, after 54..., R × R ch; 55 P × R !, B—Kt 6; 56 P—R 4, and one of the Pawns must Queen.

GAME No. 1,993.

We extract from the *Wiener Schachzeitung* for November the following game, played at the recent meeting of the Lower Elbe Chess Association, at Hamburg.

Ruy Lopez.

	WHITE. Herr J. METGER.	BLACK. Herr J. DIMER.
1	P—K 4	1 P—K 4
2	Kt—K B 3	2 Kt—Q B 3
3	B—Kt 5	3 P—Q R 3
4	B—R 4	4 Kt—B 3
5	Castles	5 Kt × P
6	P—Q 4	6 P—Q Kt 4
7	B—Kt 3	7 P—Q 4
8	P × P	

The variation invariably played by Pillsbury, 8 P—Q R 4, previous to the text move, is preferable. Black being compelled to 8..., R—Q Kt sq, White gets the open Q R file with 9 R P × P, &c.—*Field.*

		8 B—K 3
9	P—B 3	9 B—Q B 4
10	Q Kt—Q 2	10 Castles
11	B—B 2	11 Kt × Kt
12	Q × Kt	12 Q—Q 2
13	P—Q Kt 4	

So Lipke played in the Vienna Tourney of 1898 against Marco, who thereupon thoughtlessly replied with B—Kt 3; and after 14 Q—Q 3, P—Kt 3; 15 B—Kt 5, B—K B 4; 16 Q—Q 2, B × B; 17 B—B 6, Kt—K 2; 18 Kt—R 4, Black resigned. Herr Dimer, however, correctly plays 13 .., B—K 2; and thereby shews that 13 P—Q Kt 4 is not advisable in the present position. But it must be remarked that in the Lipke-Marco game there had occurred previously the moves P—Q R 4, R—Q Kt sq; P × P, P × P.—*Wiener Schachzeitung.*

		13 B—K 2
14	Q—Q 3	

He might, however, have continued 14 P—Q R 4, which seems as energetic here as earlier.—*Field.*

		14 P—Kt 3
15	B—R 6	

Only driving the K R to a better square.—*Field.*

		15 K R—K sq
16	K R—K sq	16 B—K B 4
17	Q—Q 2	17 B × B
18	Q × B	18 Kt—Q sq

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19	Q R—Q sq	19 P—Q B 3
20	P—K R 4	

The intention is not quite transparent. If to support 21 B—Kt 5, he could do so at once without the weakening text move.—*Field.*

20 P—Q R 4

.....Black does not neglect the advance of the Q R P, which we suggested for White on two occasions. *Field.*

21	P—R 3	21 P × P
22	R P × P	22 Kt—K 3
23	R—R sq	23 Q—Kt 2
24	Q—Kt 2	24 R × R
25	R × R	25 R—R sq
26	P—Kt 3	

The simpler continuation would have been 26 R × R ch, Q × R; 27 B—K 3, &c. Nothing more than a draw should be expected now.—*Field.*

		26 R—R 5
27	Kt—Q 2	27 P—Q 5

Position after Black's 27th move :—

P—Q 5.

BLACK (HERR DIMER).

WHITE (HERR METGER).

Black has manœuvred skilfully, and this move also is very strong, since White must abandon the Q R file. At the same time it has its drawback, for it enables the White Kt to go to K 4.—*Wiener Schachzeitung.*

.....Tempting, the attack being concentrated on the Queen's side Pawns, and pinning White to only one line of correct play; but, as it allows White's Kt—K 4, he might have tried first P—K B 4, which White could not have answered with P—K B 4, because of blocking in the B at R 6.—*Field.*

28	R—Kt sq	28 Q—R 2
29	Kt—K 4	29 R—R 7
30	Q—B sq	30 Q—R 6
31	Q × Q	

If 31 Q—Q sq, P × P; was not to be feared, for then 32 Q—Q 7, Q—R 2; 33 Kt—B 6 ch, K—R sq; 34 Q—K 8 ch, B—B sq; 35 R—K B sq, and wins easily.—*Wiener Schachzeitung.*

31 Q—Q sq would have been answered by 31..., Q—R 2, but not 31..., P × P, because of 32 Q—Q 7, Q—R 2; 33 Q—K 8 ch, K—B sq; 34 Kt—B 6 ch, K—B sq; 35 R—K B sq, and wins.—*Field.*

		31 R × Q
32	P × P	32 Kt × P
33	R—Q sq	33 Kt—B 6 ch
34	K—Kt 2	34 R—Q 6

..... An unnecessary refinement; he should have taken the K P at once.—*Wiener Schachzeitung.*

35	R—Q R sq	35 Kt × P
36	R—R 7	36 R—Q 2
37	R—R 8 ch	37 R—Q sq
38	R—R 7	38 R—Q 2
39	R—R 8 ch	39 R—Q sq
40	R—R 7	40 Kt—Kt 5
41	B—B 4	41 R—K sq
42	B—Q 6	42 P—B 4

....Simpler would be 34..., B × B; 35 Kt × B, R—K 3; 36 Kt × B P, R—B 3, &c.—*Wiener Schachzeitung.*

43	B × B	43 P × Kt
44	B—B 5	44 P—K 6
45	P × P	45 Kt × P ch
46	K—B 3	46 Kt—Q 4
47	P—Kt 4	47 R—K 8
48	P—R 5	

This clearly loses a Pawn.—*Field.*

		48 P × P
49	P × P	49 R—B 8 ch
50	K—Kt 4	50 Kt—B 3 ch
51	K—R 4	51 R—R 8 ch

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.....The correct move was R—B 4.—*Wiener Schachzeitung.*

52	K—Kt 5	52 Kt × P
53	R—R 8 ch	53 K—B 2
54	R—R 7 ch	54 K—K 3

.....He has to submit now to perpetual check. The text move loses.—*Field.*

55	R × P	55 Kt—Kt 6
56	R × R	56 Kt × R
57	K—B 4	

Winning the Knight.—*Field.*

57 Resigns.

GAME No. 1,994.

Played in the Cologne Tournament, 1898.

Ponziani Opening.

NOTES BY I. POPIEL.

	WHITE. M. I. POPIEL.	BLACK. Mr. A. BURN.
1	P—K 4	1 P—K 4
2	Kt—K B 3	2 Kt—Q B 3
3	P—B 3	3 P—Q 4
4	Q—R 4	4 P—B 3
5	B—Kt 5	5 Kt—K 2
6	P × P	6 Q × P
7	P—Q 4 !	7 P—K 5
8	P—B 4 !	8 Q—Q sq
9	K Kt—Q 2	9 Q × P
10	Kt—Kt 3	10 Q—Q 3
11	B—K 3	11 B—Q 2
12	P—B 5	

Very much better is, as shown by Steinitz, 12 Kt—B 3 (A), P—B 4; 13 R—Q sq, Q—Kt 3 (if Q—Kt 5; 14 Q × Q, Kt × Q; 15 B × B ch; or if Q—K 5; 14 Kt—B 5); 14 Castles, Castles (Q R); 15 B × R P. Or (B) 12..., Q—Kt 5 ?; 13 Q × Q, Kt × Q; 14 B × B ch, K × B; 15 Castles Q R ch, K—K sq (or Kt—Q 6 ch; 16 K—Kt sq, P—K B 4; 17 Kt—B 5); 16 Kt—B 5, P—K B 4; 17 P—Q R 3, Kt—B 3; 18 Kt—Kt 5, R—Q B sq; 19 Kt—K 6, and White has much the better position.

		12 Q—K 3
13	Kt—B 3	13 P—B 4
14	Castles	14 P—Q R 3
15	R—Q 2	15 R—B sq
16	B—K 2	

.....Decidedly better is 16 B—K B 4. If (A) 16..., Q—B 3; 17 K R—Q sq, B—K 3; 18 B—Kt 5, Q × B (or Q—B 2; 19 B × R P, P × B; 20 B × Kt, with Q—B 6 ch to follow); 19 B × B, Q R—Q Kt sq; 20 B—Q 7 ch, K—B 2; 21 Q—B 4 ch, K—Kt 3; 22 P—B 3, with better game. If (B) 16..., Q—Kt 3; 17 K R—Q sq, B—K 3 (or R—Q sq; 18 B—B 4, Kt—K 4 ?, B × Kt); 18 B × B, Q × B; 19 Kt—R 5, R—Q Kt sq; 20 B—B 4. If (C) 16..., Q—K 5; 17 K R—Q sq, R—Q sq (if B—K 3; 18 B—Q 4); 18 Kt—R 5, Q Kt—Kt sq (or P—B 5); 19 Q—Kt 3.

		16 Kt—Q sq
17	Q—R 3	17 B—B 3
18	K R—Q sq	18 Q—B 3
19	P—K Kt 3	19 Kt—K 3
20	Kt—Q 4	

More favourable for White was the continuation 20 B—Q B 4, and if Kt—Kt 3, 21 Kt—Q 4, Kt × Kt; 22 B × Kt, followed by Q—Q Kt 3. If 20..., Kt—Kt 4; 21 B × Kt, Q × Kt; 22 Kt—Q 4.

		20 Kt × Kt
21	R × Kt	

White ought to play 22 B × Kt, Q—K 3; 23 B—R 5 ch, Kt—Kt 3; 24 Kt—K 2, Q—B 2; 25 Kt—B 4, B—K 2; 26 Q—B 3, Castles; 27 P—K R 4, and White has much the better position.

		21 Kt—Kt 3
22	Kt—Q 5	22 Q—K 4

.....If 22..., B × Kt; then 23 R × B, B—K 2; 24 P—K R 4 !.

23	B—R 5	23 B—K 2
24	B—K B 4	24 Q—K 3
25	Kt × Q B P ch	25 R × Kt
26	B × R	26 Castles
27	B—Q 6	27 B—Kt 4 ch
28	K—Kt sq	28 R—Q B sq
29	Q—Kt 3	29 Q × Q
30	P × Q	30 B—B 3
31	Q R—Q 2	31 B—Kt 4
32	B × Kt	32 P × Kt
33	B—B 4	

White offered a draw, which was accepted.

From the Polish *Tygodnik Szachowy.*

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GAME No. 1,995.

Played in the recent Tournament at Simpson's Divan, Strand, London.

Vienna Opening.

NOTES BY R. TEICHMANN.

	WHITE. Mr. R. TEICHMANN.	BLACK. Mr. J. MORTIMER.
1	P—K 4	1 P—K 4
2	Kt—Q B 3	2 Kt—Q B 3
3	B—B 4	3 B—B 4
4	P—Q 3	

Black's last move was not good, and White would now have obtained the better game by playing Q—K 4, to which embarassing move Black would have had to answer K or B—B sq. Q—B 3 would scarcely do on account of Kt—Q 5.

		4 P—Q 3
5	K Kt—K 2	

Of course, P—K B 4 at this stage would be bad, as Black might now favourably answer B × Kt, followed by Q—R 5 ch.

		5 B—K 3
6	B—Q Kt 5	6 Kt—B 3
7	P—Q 4	

Turning into a Ruy Lopez with Steinitz's defence (P—Q 3), White being at least a move behind. White's play during the opening and early middle game shows marked indecision.

		7 P × P
8	Kt × P	8 B—Q 2
9	B—K 3	9 B—Q Kt 5
10	Kt × Kt	10 P × Kt
11	B—Q 3	11 Q—K 2
12	Castles	

Owing to his very indifferent opening White has none the best of matters. The sacrifice of the Pawn seems compulsory, and is perhaps quite correct.

		12 B × Kt
13	P × B	13 Castles
14	R—K sq	14 P—B 4
15	B—K B 4	

Here, I think, P—K R 3 would have given White the better game.

		15 Kt—Kt 5
16	P—K 5	

A bold manœuvre to obtain an immediate attack; but it seems that the position scarcely justifies such a violent proceeding.

		16 Kt × P
17	B × Kt	17 P × B
18	P—K B 4	18 P—K B 3
19	P × P	19 Q R—Q sq

..... A good move; of course if P × P, then Q—R 5, with the better game.

20	P × P	

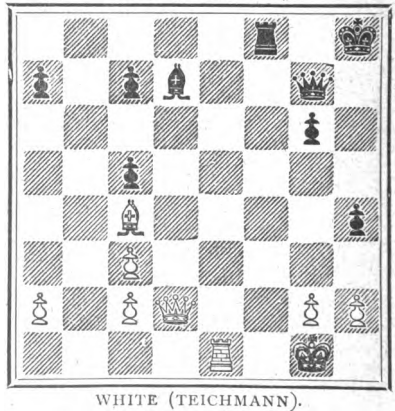
P—K 6 was obviously bad, as Black could simply reply B—K sq, with a won game.

		20 Q × P
21	Q—Q 2	21 P—Kt 3
22	R—K B sq	22 Q—Kt 2
23	Q R—K sq	23 K—R sq
24	R × R ch	24 R × R
25	B—B 4	25 P—K R 3

Position after Black's 25th move:—

P—K R 3.

BLACK (MORTIMER).



WHITE (TEICHMANN).

..... A terrible blunder, which loses at once. But it seems, anyway, that White has now the best of the game, though after R—K sq, R × R ch, B × R, Q—B 5 (best), Black may have chances to draw the end-game.

26	R—K 7	26 R—B 8 ch
27	K × R	27 Resigns

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GAME No. 1,996.

Played at the recent Tournament in Simpson's Divan, Strand, London.

Queen's Pawn Opening.

NOTES BY R. TEICHMANN.

WHITE. Mr. F. J. LEE.	BLACK. Mr. O. C. MULLER.
1 P—Q 4	1 P—Q 4
2 Kt—K B 3	2 Kt—K B 3
3 B—B 4	3 P—K 3

....The best way to proceed against the development which White has adopted, would be P—Q B 4, immediately followed by Q—Kt 3.

4 Q Kt—Q 2	4 P—B 4
5 P—K 3	5 P—Q R 3
6 P—B 3	6 B—K 2
7 B—Q 3	7 P—B 5

.....This early advance of the Queen's Bishop's Pawn is illjudged, as it enables White to open the game in the centre with P—K 4, with good prospects of a King's side attack.

8 B—B 2	8 P—Q Kt 4
9 P—K 4	9 P × P
10 Kt × K P	10 B—Kt 2
11 Q—K 2	11 Q Kt—Q 2
12 Castles K R	12 Q—Kt 3
13 Kt—K 5	13 Castles K R

.....Here and in the following moves Black would have done better to exchange some of the minor pieces in order to relieve the pressure on his King's position.

14 K R—K sq	14 Q R—Q sq
15 Kt—Kt 5	15 P—K R 3
16 Kt × Kt	16 R × Kt
17 Kt—B 3	17 Kt—Q 4
18 B—Q 2	18 B—Q 3

..... . This makes matters worse; the Bishop was well placed at K 2 for defensive purposes.

19 Kt—K 5	19 R—B 2
20 Q—Kt 4	20 Kt—B 3
21 Q—R 4	21 B—K 2

....To defend the threatened B × P; but White sacrifices his Bishop with a winning attack. Black could not, in any case, defend his weakened King's position in the face of White's threatened attack, especially as the Rook can be brought quickly into co-operation *via* K 3.

22 B × R P	22 Kt—K sq
23 B—Kt 5	23 Resigns.

The following games are from the pending match by Correspondence between the Northern Counties Union *versus* the Southern Counties Union.

GAME No. 1,997.

Vienna Game.

NOTES BY F. P. WILDMAN.

WHITE. Mr. WILDMAN. *North.*	BLACK. Mr. TRENCHARD. *South.*
1 P—K 4	1 P—K 4
2 Kt—Q B 3	2 Kt—K B 3
3 B—B 4	3 Kt—B 3
4 P—Q 3	

This form of the Vienna Opening was adopted on several occasions by Herr Mieses in the recent Paris Tournament.

4 B—Kt 5

.....The strongest move, and much superior to B—B 4.

5 B—Q 2	5 B × Kt
6 B × B	6 P—Q 4
7 P × P	7 Kt × P
8 Q—R 5	8 Castles
9 Kt—K 2	

If 9 B × P, of course Kt × B.

	9 B—K 3
10 Castles Q R	10 P—Q R 3

....If Kt × B; 11 Kt × Kt, B × B; 12 P × B, and White has the freer game.

11 K R—K sq	11 P—Q Kt 4
12 B × Kt	12 Q × B
13 P—Q Kt 3	13 P—Kt 5

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14	B—Kt 2	14 P—Kt 3
15	Q—R 4	

Perhaps R 6 is the better square, but in that case the play would doubtless have run in another channel, as Black would hardly have ventured on taking Kt P owing to the dangerous reply Kt—B 4.

15 Q × K Kt P

16 Q—B 6

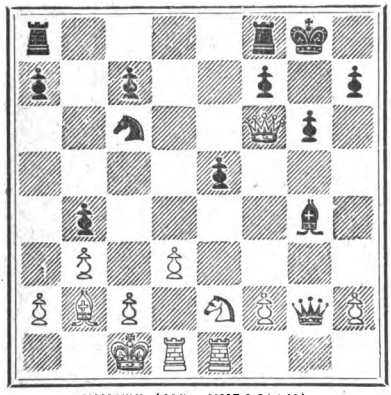
This threatens Kt — B 4, to be followed by R × P, and Black must therefore force off the Queens, and relinquish the P he has gained.

16 B—Kt 5

Position after Black's 16th move :—

B—Kt 5.

BLACK (MR. TRENCHARD).



WHITE (MR. WILDMAN).

The Field says: We have examined various very pretty variations here, which might come off in a game over the board, but not in a correspondence game with practically unlimited time. Still, as White gets an even game by Black's best play, he might have tried 17 P—K B 4, B × Kt; 18 P × P, threatening P—K 6, and wins. Or, 17..., Q—B 6; 18 R—B sq, Q × Kt; 19 Q R—K sq, Q × R P; 20 R × P, and wins. He is therefore compelled after 17 p—K B 4 to 17..., Q—Q 4; 18 P × P, B—K 3 or Q—K 3, and White has at least an even game, and plenty of scope for combinations.

The move suggested—17 P—K B 4 I had intended to play, and discarded it, but not on account of any of the replies given by *The Field* annotator. The answer 17..., Q R—K sq with, if 18 P × P, R—K 3; 19 Q—Kt 4, P—B 3; seemed to me to give Black the better game. The same reply for Black is also potent against 17 Kt—Kt sq.

17	P—Q 4	17 Q—B 6
18	Q × Q	

18 P × P, Q × Q; 19 P × Q would leave the White pieces more awkwardly situated.

18 B × Q

19	P × P	19 Q R—Q sq
20	R—Q 3	20 R × R
21	P × R	21 Kt—Q sq

....There does not seem much to choose between the positions, but the clever manœuvring of this Kt eventually wins.

22	Kt—Q 4	22 B—Kt 2
23	K—Q 2	23 Kt—K 3
24	R—Q B sq	24 P—Q B 4
25	Kt—K 2	

If now 25 Kt × Kt, P × Kt; 26 K—K 2, R—B 6, with improved chances of winning.

25 P—Q R 4

26	P—B 4	26 R—Q sq
27	K—K 3	27 B—R 3
28	R—Q sq	28 P—R 5
29	R—Q 2	29 P—R 6
30	B—R sq	30 Kt—B 2
31	P—Q 4	

This loses a P and the game, but Kt—B sq is little better.

31 Kt—Q 4 ch

32	K—K 4	32 P—B 4 ch
33	K—B 3	33 B × Kt ch
34	R × B	34 P × P
35	B × P	35 Kt × P
36	R—Q 2	36 Kt—K 3
37	B—K 3	37 R × R
38	B × R	38 Kt—Q 5 ch
39	K—B 4	39 Kt—B 3
40	P—R 4	40 K—Kt 2
41	P—R 5	41 Kt—K 2
42	P × P	42 K × P
43	K—K 3	43 K—B 2
44	K—Q 3	

For if K—Q 4 or B 4, then K—K 3; and if K—Q 3, Kt—Q 4, &c.

44 Kt—Q 4

45	K—B 4	45 K—K 3
46	Resigns.	

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GAME No. 1,998.

Queen's Pawn Opening.

NOTES BY F. P. WILDMAN.

	WHITE. Mr. TRENCHARD, *South.*	BLACK. Mr. WILDMAN, *North.*
1	P—Q 4	1 P—Q 4
2	P—K 3	2 Kt—K B 3
3	B—Q 3	3 P—K 3
4	Q Kt—Q 2	4 Q Kt—Q 2
5	P—K B 4	5 P—B 4
6	P—B 3	6 P × P
7	K P × P	7 B—Q 3
8	Kt—R 3	8 Castles
9	Castles	9 Q—Kt 3
10	K—R sq	10 K—K sq
11	Kt—B 3	11 Kt—B sq
12	Kt—K 5	12 B—Q 2
13	Q—K 2	13 B—B 3
14	Kt—Kt 5	14 R—K 2
15	R—B 3	15 P—Kt 3

.....In order to free the Kt at K B 3. If the Kt moves at this stage, White can take the K R P, sacrificing the piece, with a winning game.

16	R—R 3	16 Kt—K sq
17	B—K 3	17 P—K B 4

... .P—B 3 would open such lines of attack by Kt × Kt P or Kt × R P as would be perilous in view of the fact that most of Black's pieces would then be incapable of assisting in the defence.

18	P—K Kt 4	18 Kt—B 3
19	P × P	19 K P × P
20	R—K Kt sq	

Threatens B × P, White's pieces are all well in play, whilst the defence though up to now perhaps adequate, is much cramped.

		20 R—Kt 2
21	Kt(Kt5)—B 3	21 B—K sq
22	P—Kt 3	22 Q—Q sq
23	P—B 4	23 R—B sq
24	P—B 5	

The Pawn pushes on, probably with the idea of dominating this flank with the superior Pawn force, leaving matters on the K's side at present in *statu quo.*

		24 B—K 2
25	P—Kt 4	25 P—Kt 3

.....Otherwise White Pawn comes on to Kt 5, followed by P—R 4.

26	R(R 3)—Kt 3	26 Kt—K 5
27	B × Kt	27 B P × B
28	Kt—Kt 5	28 B—Q 2
29	Kt—Kt 4	29 Q B × Kt

.....Compulsory to prevent Kt—R 6 ch. The position now becomes more favourable for Black.

30	Q × B	30 B × Kt
31	P × B	31 R—K B 2
32	B—B 4	32 R—B 4
33	P—K R 4	33 P × P
34	Kt P × P	34 Kt—K 3
35	B—K 5	35 Q—K sq
36	P—R 5	36 R × Q B P
37	P × P	37 Q × P
38	B—B 6	

White relinquishes the P, rather than accept the offered exchanges, as the passed Pawns would in that case give trouble.

38 R—B 3

39	B—K 5	

Cautiously guarding B 4; Black's occupation of this square would not, however, be of much effect if R—R 3 were played at once.

39 R—B 7

.....A good outpost, nevertheless Kt—B 4 here offers some attractions.

40	R—R 3	40 Kt × Kt P
41	B—B 4	41 P—K R 3
42	Q—R 4	42 K—B 2
43	R—Q R 3	43 K—K sq

....At once evading the check and menacing the Blshop.

44	R—Kt sq	44 Q R—B sq
45	R × P	45 R × B
46	Q × R	46 Kt—B 6

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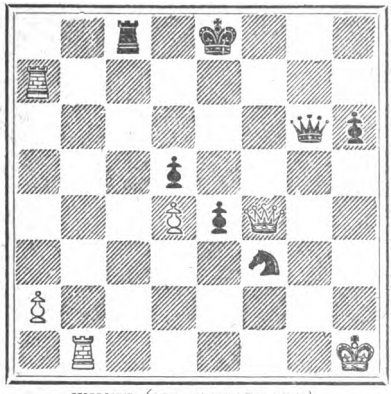
Position after Black's 46th move:—

Kt—B 6.

BLACK (MR. WILDMAN).



WHITE (MR. TRENCHARD).

47 R—Q B 7

If Q—Kt 8, the reply Q—Kt 5 wins at once; R—K B sq could however now have been played with good prospects of a draw, thus 47 R—K B sq, Q—R 4 ch; 48 K—Kt 2, Kt—K 8 ch (if R—B 7 ch; 49 R—B 2, Kt—R 5 ch; 50 K—Kt sq, &c.); 49 R × Kt, R—B 7 ch; 50 K—Kt 3, Q—R 7 ch; 51 K—Kt 4, R—Kt 7 ch; 52 K—B 5, Q—R 4 ch; 53 K—K 6, R—Kt 3 ch; 54 Q—B 6, R × Q; 55 K × R, and Black can do nothing better than draw by continually checking.

		47 Q—R 4 ch
48	K—Kt 2	48 Kt—R 5 ch
49	K—B 2	49 R × R
50	Q × R	50 Q—B 6 ch
51	K—K sq	51 Q—R 8 ch
52	K—K 2	52 Q × R

....After this Black has a forced win and resistance is unavailing.

53	Q—K 5 ch	53 K—B 2
54	Q—B 4 ch	54 K—Kt 2
55	Q—Kt 4 ch	55 Kt—Kt 3
56	Q—Q 7 ch	56 K—B 3
57	Q—Q 6 ch	57 K—Kt 4
58	Q × P ch	58 K—R 5
59	Q—Q 8 ch	59 K—Kt 6
60	Q—B 7 ch	60 Kt—B 5 ch ! !
61	Resigns.	

GAME No. 1,999.

Queen's Pawn Opening.

NOTES BY W. C. PALMER.

WHITE. Rev. W. C. PALMER, *North.*		BLACK. Mr. E. J. H ELWELL, *South.*	
1	P—Q 4	1	P—Q 4
2	P—Q B 4	2	P—K 3
3	Kt—Q B 3	3	Kt—K B 3
4	B—B 4	4	B—Q 3
5	B—Kt 3	5	Castles
6	Kt—B 3	6	P—Q Kt 3
7	P—K 3	7	B—Kt 2
8	P × P	8	P × P
9	B—Q 3	9	R—K sq
10	R—Q B sq	10	P—Q R 3
11	Q—Kt 3	11	Kt—B 3
12	B—R 4	12	B—K 2
13	B × Kt	13	B × B
14	Kt × P		

14 Castles should have been played with a good game. White overlooked the force of Black's 17th move.

		14 B × P
15	Kt × B P	15 B × P
16	P × B	16 R × P ch

....If 16..., Q × Kt, 17 Castles, with the open file for the R.

17	K—Q 2	17 R × Kt

.....A move that wins outright, for if 18 P × R, Q—Kt 4 ch; 19 K—Q sq, Kt—Q 5, and wins.

18	R × Kt	18 Q—Kt 4 ch
19	K—Q sq	19 R—Q sq
20	P × R	

If 20 R—B 3, R—B 7; 21 R—B 2, Q—K 6, and wins.

		20 B × R
21	R—B sq	21 Q—K 6
22	K—B 2	22 B—R 5 !

A fine finish.

23 Resigns.

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GAME No. 2,000.

Queen's Pawn Opening.

WHITE. Mr. W. WARD, *South.*	BLACK. Mr. F. DOWNEY, *North.*
1 P—Q 4	1 P—Q 4
2 P—Q B 4	2 P × P

....We commend this game for study by all young match players. It proves the unsoundness of the Opening, as by accepting the Gambit and leaving the Pawn to be taken, Black gives White the advantage of a clear move. The point to remember is that it is better for Black to defer taking the Pawn until White has played B—Q 3.

3 Kt—K B 3	3 P—K 3
4 P—K 3	4 Kt—K B 3
5 B × P	5 B—K 2
6 Kt—B 3	6 Castles
7 Castles	7 P—Q Kt 3
8 P—K 4	

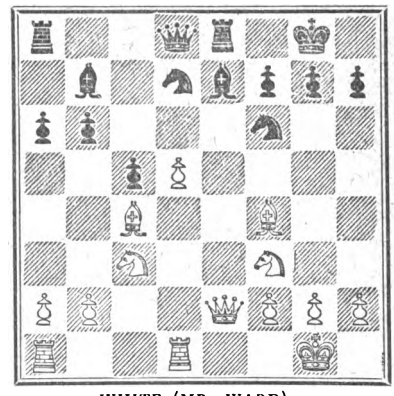
When the Queen's Gambit is accepted, this move nearly always comes in with powerful effect.

	8 B—Kt 2
9 Q—K 2	9 Q Kt—Q 2
10 R—Q sq	10 P—B 4
11 B—B 4	11 P—Q R 3
12 P—Q 5	12 P × P
13 P × P	13 R—K sq

Position after Black's 13th move :—

R—K sq.

BLACK (MR. DOWNEY).



WHITE (MR. WARD).

14 P—Q 6

From this point to the end, Mr. Ward's play is very fine.

	14 B × P
15 B × P ch	15 K × B
16 Kt—Kt 5 ch	16 K—Kt 3
17 Q—B 2 ch	17 K—R 4
18 Q—B 5	18 B × B
19 Kt—K6dis.ch	19 P—K Kt 4
20 R—Q 3 and wins.	

GAME No. 2,001.

From Gambit.

NOTES BY C. E. RANKEN.

WHITE. Mr. H. BREWER, *South.*	BLACK. Mr. W. ATKINSON, *North.*
1 P—K B 4	1 P—K 4
2 P—K 4	2 P × P
3 B—B 4	3 P—Q Kt 4

.....This ingenious counter attack is the invention of Mr. S. Calthrop, of Trinity College, Cambridge, and now of New York, who played it frequently in the forties with the late Mr. Brien, of Oxford.

4 B × Kt P	4 P—Q B 3
5 B—B 4	

From his own experience, Mr. Brien recommended here B—K 2.

	5 P—Q 4
6 P × P	6 Q—R 5 ch
7 K—B sq	7 P—B 6
8 P—Q 4	8 P × P ch
9 K × P	9 B—Q 3
10 Kt—Q B 3	10 Kt—K 2

.....*Chess Openings A. & M.* gives Kt—B 3 at this point, whereupon

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if 11 Q—K 2 ch, K—Q sq; bringing his K R into the fray.

11 Kt—B 3

This Kt cannot safely move at present; he should have played B—K 3.

	11	B—R 6 ch
12	K—Kt sq	12 Q—Kt 5 ch
13	K—B 2	13 Q—Kt 7 ch
14	K—K 3	14 P—Kt 4
15	Kt—K 5	

Necessary, for he could not allow the threatened check of the B at B 4.

	15	Kt—B 4 ch
16	K—Q 3	16 Kt × P !
17	K × Kt	17 P—B 4 ch
18	K—K 3	18 B × Kt
19	Kt—K 2	19 B—B 4
20	B—Q 3	20 B × B
21	P × B	21 Q × P
22	Q—R 4 ch	22 Kt—B 3
23	Q—K 4	23 Q—K 3
24	K—B 2	24 P—B 4
25	Q—Q R 4	25 P—B 5
26	B—Q 2	26 P—B 6

....Black could no doubt have won with his passed Pawn, but he does it in a much cleverer way.

27 K × P

Kt—Kt 3, we think, or Kt—B 3, would be more advisable.

27 R—B sq ch

.... Why not Castles ch, releasing his Kt?

28 Kt—B 4

We see no necessity for this sacrifice, for what is the objection to K—Kt 2?

	28	B × Kt
29	B × B	29 Q—R 6 ch

.....It was, perhaps, this move that White overlooked, but even if Black had played R × B ch, he must have won a piece. From this point it is only guerilla warfare, and White may as well have surrendered.

30	K—K 2	30 Q—Kt 7 ch
31	K—Q sq	31 Q × R ch
32	K—B 2	32 Q—Kt 7 ch
33	B—Q 2	33 R—B 7
34	R—Q sq	34 Castles
35	K—B sq	35 R—B 8
36	Q—Q B 4	36 R × R ch
37	K × R	37 Q—B 8 ch
38	K—B 2	38 Q—K 7
39	P—R 3	39 K—B 2
40	P—Kt 3	40 K—Kt 3
41	White resigns.	

GAME No. 2,002.

Vienna Game.

NOTES BY R. TEICHMANN.

WHITE. Mr. L. A. GRIEG, *North.*	BLACK. Mr. T. W. NEWMAN, *South.*
1 P—K 4	1 P—K 4
2 Kt—Q B 3	2 Kt—K B 3
3 P—K B 4	

This continuation cannot be recommended; Black obtains the better game by playing as in the game up to the fifth move, where P—K B 4 should have been played.

	3	P—Q 4
4	P × K P	4 Kt × P
5	Q—B 3	5 Kt × Kt
6	Q P × Kt	6 B—K 2

.....Here Q—R 5 ch, followed by Q—K 5 ch, would have been good enough, if playing for a draw. The move made is not good, and should give White the better game.

7	Q B—B 4	7 P—Q B 3
8	Castles	8 B—K 3
9	B—Q B 4	

This inexplicable conception of placing the Bishop on a diagonal where it can never possibly come into play, and where, moreover, it forms a convenient object of attack for the hostile Queen's side Pawns, loses, of course, the game for White. On Q 3 the Bishop would have been well placed for attack, and we should then

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have preferred White's position in spite of the isolated King's Pawn.

		9 Kt—Q 2
10	B—Q Kt 3	10 Castles
11	Kt—K 2	11 B—Kt 4
12	Q—Kt 3	12 B—R 5
13	Q—K 3	13 P—Q Kt 4
14	Kt—Q 4	14 Q—Kt 3
15	P—Kt 3	15 B—K 2
16	Kt × B	16 Q × Q ch
17	B × Q	17 P × Kt
18	B—K B 4	18 P—Kt 4
19	B—Q 2	19 P—B 4
20	P—Q R 3	20 P—B 5
21	B—R 2	

Of course, White is now practically a piece down, and would have lost even without the blunder, which he commits on his 26th move.

		21 R—B 6
22	Q R—K sq	22 Q R—K B sq
23	B—K 3	23 Kt—B 4
24	P—Q Kt 3	24 Kt—K 5
25	K—Kt 2	25 Kt—B 7
26	K R—B sq	26 Kt—Q 8 ch
27	Resigns.	

GAME No. 2,003.

Ruy Lopez.

NOTES BY R. TEICHMANN.

	WHITE. Mr. WOOLLARD, *North.*	BLACK. Mr. TATTERSALL, *South.*
1	P—K 4	1 P—K 4
2	Kt—K B 3	2 Kt—Q B 3
3	B—Kt 5	3 Kt—B 3
4	Castles	4 Kt × P
5	P—Q 4	5 B—K 2
6	Q—K 2	6 Kt—Q 3
7	B × Kt	7 Kt P × B
8	P × P	8 Kt—Kt 2
9	Kt—Q B 3	9 Castles
10	B—K 3	

An indifferent move at this stage, which allows Black to equalise the game at least. R—K sq here is the only move which secures an advantage of position for White.

		10 P—Q 4
11	Q R—Q sq	11 Q—K sq
12	K R—K sq	12 Kt—Q sq

.....P—K B 3 at once seems the best move here.

13	Q—Q 3	13 Kt—K 3
14	Kt—K 2	14 P—B 3
15	P × P	15 R × P

.....B × P was undoubtedly preferable.

16	B—Q 4	16 Kt—B 4

.....Owing to this weak move Black loses a Pawn and the game in a few moves. B—Q 2 would have been better, though White has now the better game anyway in consequence of Black's feeble 15th move, as pointed out in the previous note.

17	B × Kt	17 B × B
18	Kt(K 2)—Q 4	18 Q—B sq
19	Kt × P	19 B—K 3
20	R × B	

This sacrifice of the exchange—if sacrifice it can be called, wins by force. White remains two Pawns ahead in a simple ending of Knight against Bishop.

		20 R × R
21	Q × Q P	21 Q—Q 3
22	Kt—K 7 ch	22 Q × Kt
23	Q × Q R ch	23 K—B 2
24	Q—Q 5	24 K—K sq
25	Q × R	25 Q × Q
26	R—K sq	26 K—Q 2
27	R × Q	27 K × R
28	K—B sq	28 K—Q 4
29	K—K 2	29 B—K 2
30	P—Q Kt 3	30 B—Q 3
31	K—Q 3	31 B—B 4
32	P—B 4 ch	32 Resigns.

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GAME No. 2,004.

Vienna Game.

NOTES BY F. L. STAINSBY.

WHITE. Mr. F. L. STAINSBY, *North.*	BLACK. Mr. F. PURCHAS, *South.*
1 P—K 4	1 P—K 4
2 Kt—Q B 3	2 Kt—K B 3
3 P—K Kt 3	

It is questionable whether White should adopt this line of play against 2..., Kt—K B 3, since if Black had continued with 6..., B—B 4, I think he would have the better position.

	3 P—Q 4
4 P × P	4 Kt × P
5 B—Kt 2	5 Kt × Kt
6 Kt P × Kt	6 P—Q B 3 ?

.....See previous note.

7 Kt—K 2	7 P—K B 4 ?
8 P—Q 4	8 Q—B 3

.....This aids White's development sufficiently to compensate for the doubled Pawn.

9 P × P	9 Q × P
10 B—K B 4	10 Q—Q R 4

.....If ..., 10 Q—B 3 : 11 Q—Q 4, Kt—Q 2 (if ..., 11 B—K 2, B—K 5) ; 12 Q × Q, Kt × Q ; 13 Kt—Q 4, Kt—Q 4 (if ..., 13 P—B 4, Kt—K 5) ; 14 B × Kt, P × B ; 15 Kt—Kt 5, K—Q 2 (15..., K—Q sq loses the exchange) ; 16 Kt—B 7, R—Kt sq ; 17 Kt × P, B—Q 3 ; 18 R—Q sq, &c. If 10.., Q—K 3 ; 11 Castles, B—K 2 (or *a*) ; 12 Kt—Q 4, Q—Q 2 ; 13 B × Kt, R × B ; 14 R—Q Kt sq, Q—B 2 ; 15 R—K sq, &c. (*a*) If 11..., B—B 4 (or *b*) ; 12 Kt—Q 4, Q—B 5 ; 13 R—K sq ch, K—B 2 ; 14 Q—R 5 ch, P—Kt 3 ; 15 Q—R 6, Q × P ; 16 B—K 5, &c. (*b*) If 11..., B—Q 2 ; 12 Kt—Q 4, Q—B 3 ? ; 13 R—K sq ch, B—K 2 ; 14 P—K R 4, P—K R 3 ; 15 B—K 5, Q—Kt 3 ; 16 P—R 5, Q—B 2 ; 17 B—Q 6, &c.

11 Q—Q Kt sq	

Threatening B × Kt, but also forming the means of attack which follows.

	11 Kt—Q 2
12 Castles	12 Kt—B 3
13 Kt—Q 4	13 Kt—Q 4

.....If 13..., Q × P ; 14 Kt × K B P, B × Kt ; 15 Q × Kt P, R—Q B sq ; 16 K R—K sq ch, K—Q sq ; 17 Q R—Q sq ch, B—Q 2 ; 18 R × B ch, Kt × R ; 19 B—Kt 5 ch, Kt—B 3 ; 20 R—Q sq ch, K—K sq ; 21 B × Kt, and wins.

14 R—K sq ch	14 K—B 2

....Of course if 14..., B—K 2, then 15 B × Kt, followed by 16 B—Kt 5, wins a piece.

15 Q—Kt 3	15 K—Kt 3

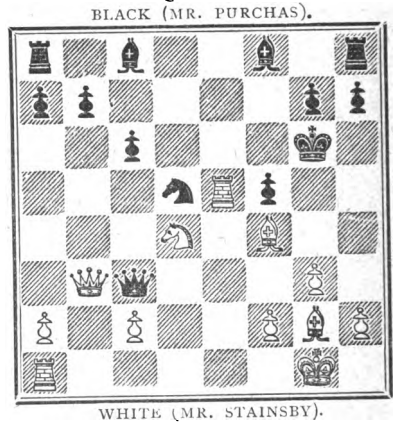
....15..., Q—Q sq seems better than the text move, but if 15..., B—K 2 ; 16 R—K 5, K R—Q sq ; 17 P—B 4, B—B 3 ; 18 P × Kt, P—B 4 ; 19 Kt—K 6 would be in White's favour.

16 R—K 5	16 Q × B P

Position after Black's 16th move :—

Q × B P.

BLACK (MR. PURCHAS).



WHITE (MR. STAINSBY).

.....This is fatal.

17 B × Kt	17 Q × R ch

.....If 17..., Q × Kt ; 18 B—B 7 ch, K—B 3 ; 19 B—K 8, &c.

18 K—Kt 2	18 Q × Kt ?

.....If 18,... P × B ; 19 Q—Q 3, B—Q 3 ; R × B P, B × B ; 21 P × B, and wins. If Black plays 19..., Q × R P, then 20 Kt—K 6, B × Kt ; 21 R × B ch, K—B 2 ; 22 Q × P ch, K—Kt sq ; 23 R—Q R 6, wins.

19 B—B 7 ch	19 K—B 3
20 B—K 8 !	20 Q—Q 4 ch
21 R × Q	21 P × R
22 Q × P (Q 5)	22 Resigns.

.....Because if 22..., B—K 3 ; 23 Q—K 5 ch, K—K 2 ; 24 B—Kt 5 ch, K × B ; 25 Q × B ch, B—K 2 ; 26 Q × B mate.

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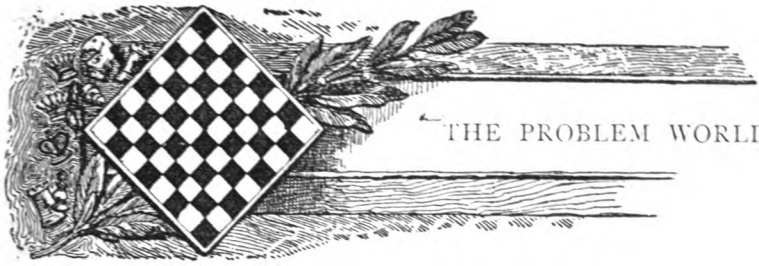

All communications respecting problems must be addressed to Mr. B. G. Laws, 21, Nelson Road, Stroud Green, London, N.

ALL-IN SOLUTION TOURNEY.—Score Table :—

	Old Score. (See Jan.)	Old Score. (Suis.)	1569	1570	1571	1572	1573	1574	1575	1576	Feb. Totals.	Suismat Tourney Totals.
§"East Marden" ...	50	63	3	-2	3	3	2	2	3	3	67	70
‡C. S. Earle ...	405	61	3	-2	3	3	2	2	3	3	422	08
‡A. C. White ...	374	70	3		6	12	2	2	3	3	105	91
‡Chas. Johnston ...	177	78	3	3	6	12	2	2	3	3	211	102
‡W. H. Thompson ...	111	84	3		6	12	2	2	3	3	142	105
††"Beta"	278	43	3		6	12	2	2			103	64
††E. W. Brook ...	42	16	3	-2	-2	3	-2	2	3	-2	45	18
††"Gibson"... ...	302	78	6	3	6	12	2	2	3	3	339	105
†J. J. O'Hanlon ...	249	76	3	3	6	9	2	2	3	3	280	97
†P. L. Osborn ...	282	81	3		6	9	2	2	3	3	310	90
†R. M. Peake ...	136	57	6	3	6	6	2	2	3	3	167	78
†J. D. Tucker ...	356	36	3		3	3	2	2	3	3	375	45
*S. H. Hall	113	63	3	3	6	6	2	2	3	3	141	81
*Capt. G. A. Forde ...	313	27	3		3	3	2	2	3	3	332	36
*I. Y. Fullerton ...	102	57	3	-2	-2	3	-2	2	3	3	110	59
*J. J. Jones	182	69	6	3	3	6	2	2	3	3	210	87
*E. E. Westbury...	29	62	3	3	6	6	2	2	3	3	57	80
*G. Woodcock ...	Cancelled...	67	3	3	6	6	2	2	3	3	28	85
"D.C.T."	308	78	3	3	6	3	2	2			327	93
A Baker	175	57	3		3	3	2	2	3	3	194	66
H. S. Brandreth ...	186	13	-2				2	2	3	-2	189	11
G. H. C.	184	51	3		3	3	2	2	3	3	203	60
"Cigaro Nicotini" ...	33	6	3		6	3	2	2	3	3	55	18
T.D.	119	47	3		3	3	2	2	3		233	56
D. C. Gregson							2	2	3	3		10
A. J. Head	123	33	3	3	3	3	-2	2	3		138	45
Eugène Henry	33						2	2	3			40
F. Kent...	324	0					2	2	3		31	0
Miss V. Hel. Macmeikan	59	9					2		3		9	55
J. M. Malcolm	97	19	3		6	3	2	2	3	3	119	31
"Selbats"	214	57	3		-2	3	2	2	3	3	28	61
G. A. Thomas	50	50										
"K. W."	245	24						2	3		250	24

* Previous winners. † Twice winners. †† Winner three times.
** Winners four times. ‡ Winners five times.
§ Winner seven times.

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Additional solutions: R. Monrad has correctly solved the following problems: No. 1553, —4 (cook), —5, and —6, November issue; No. 1561, —2, —3, —4, —5, —7, and 8; Z. Mach's revised 2-er, Mrs. Baird's, E. P. Bell's, G. J. Slater's (2 problems), A. F. Mackenzie's, A. Corrias', H F. W. Lane's (2 problems), P. F. Blake's, and W. A. Clarke's, all appearing in our December impression. Problems No. 1573 and —4 solved by W. A. Collier.

T.D.'s score has been as recorded in our pages 100 points behind for two months. In January it will be seen that we brought forward 177, add to this the 13 points earned brings the total to 190, and not 90 only. This means that his "old score January" must read 219 and not 119.

Dr. C. S. Earle has for the fifth time distinguished himself by a rise to the top rung of the All-in ladder. Next month he will have to start from the floor again.

Solutions to the problems in this issue should reach us on or before the 10th May next.

PROBLEMS AND END-GAMES.—Possibility of position.—Our esteemed friend, the editor of the chess column of the *Leeds Mercury Weekly Supplement*, "occasionally finds occasion" to hold forth on problem matters. Though, that he systematically marks his points with careful temperance and cautious reserve, we feel he has recently expressed himself not quite in accordance with an accepted rule in problem construction, which practically provides the first ordeal a composition is to go through. We quite appreciate the difficulty an editor of a popular chess department experiences with his contributors in smoothing over the shortcomings of and old-timer (from whom the problem world expects great things), passing lightly over the unconscious breaches of the less seasoned worker, and explaining with encouraging tone why the unconscious outrages perpetrated by the benighted beginner are wrong. We should much like to see all chess editors take courage, and run the risk of criticism, which would, we feel and hope, be always kindly intended, to explain and discourse upon matters appertaining to problem making. This would have a tendency in a good direction. It would deter no one, whilst it might provide stepping stones for easier passage to comprehensive knowledge to many who have a timid desire to try their hands, yet, through a natural shyness or want of confidence, refrain from courting the glare of publicity.

Speaking of the initial position, or setting of a problem, our contemporary makes the following interesting observations—"Some critics appear to condemn a problem if the position is one which could not have occurred in play. Certainly it is preferable that it should have that property; but there are no rules of problem composition which enforce it. An end-game, from its very name, would imply the construction in accordance with such such rules; but the composer of a problem is by no means bound by end-game rules. The end-game should be composed as strictly in accordance with the rules of actual play, as the facts and incidents in a country's history are related by a serious historian; but the problem composer can indulge in a little fiction, and while giving some tit-bits of history, may give them

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in the form of an historic novel. They cannot be bound by the same rules. The problem composer should always be allowed more license for the illustration of his flights of fancy than the end-game composer. The end-game instructs: the problem also instructs, and amuses."

The above paragraph contains some very sensible remarks, and should be read with profit by all students. The differences which exist, and must perforce exist, between the *composed* end-game and the accepted problem are nicely pointed out, but we are not with Mr. White in saying that there are no rules in problem composition which insist upon a problem position being one which could have occurred in play. One might, with just as much assurance, assert that there are no such things as rules or laws applicable to the art. If rules do exist, and they certainly do (if only in an unwritten form), then assuredly every one, whose acquaintance with the problem art is fairly well rooted, will know that a position which could not be arrived at by play (quite disregarding the quality of such play) would be doomed as badly as a cooked problem. If it had been stated that the rule did prevail, and that it was applied in the manner it is suggested, we should cordially acquiesce. We grant the desirability and even necessity of demanding that an end-game position should be one feasibly likely to occur in *actual* play, but with the problem it is different, since it is not claimed for it that it is an end-game and the rule is not and need not be the same. So long as it can be shown that in the imaginative play which results in the position as it leaves the hands of its composer, that no violation of the chess laws has taken place, this is quite sufficient. If no such rule were in force it would be easy for anyone to say, with some show of reason, that certain problems, at all events, were not chess, as it could be demonstrated that the setting was not producible by chess. It might be mentioned that generally one finds in the ordinary conditions of a problem tourney that no problems are reckoned as eligible to compete which offend the law of possibility. This, in itself, is substantial evidence that such a rule has recognition, though it may be urged by the argumentative mind that it is not conclusive proof.

FACTS AND TRIFLES.—Our Sui-mate Tourney is drawing to a close. Next month we shall publish the last instalment. Our solvers then will have a comparative rest from this class of problem. Mr. W. H. Thompson has pointed out to us a bad dual in problem No. 1551 (T.P. No. 19; motto, "As you like it"). Doubtless the judges will not allow this flaw to escape their scrutiny, but it is our duty to call attention to it. If 1..., B × P, White may proceed either with 2 B—Kt 7 ch, or 2 Kt—B 6 ch, &c.

An unpretentious two-move tourney has been opened in the *Eastern Daily Press*, with a prize of 10s. 6d. The sealed envelope and motto arrangement is in force. It is expected to be rather a local affair. We do not not know up to what date entries will be received, but further information can be obtained by addressing communications to Chess Editor, 33, Magdalen Street, Norwich.

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By G. S. CARR, M.A.

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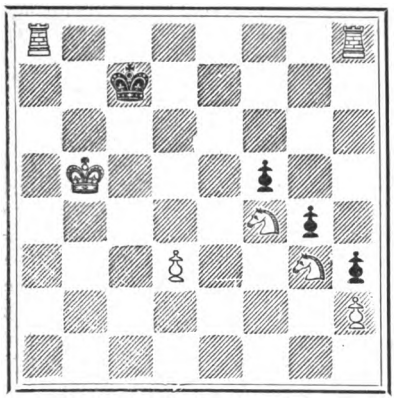

WHITE.

White to play and mate with his Rook's Pawn in eight moves.

It is a long time since we presented our readers with an original conditional problem. We give the annexed position by the well-known amateur player, promising it will please, and at the same time not tax their patience too much. Solutions will be welcome and duly acknowledged.

The Problem Tourney of *La Stratégie* is proving a gigantic affair, no fewer than 392 problems having been acknowledged. The judges have an unenvious task. Some stupid contributor has played a puerile trick upon the editor by sending in a batch of problems either exact duplicates of previously published positions or slightly altered. The fraud was promptly discovered by J. Paluzie and Dr. Tolosa. What the perpetrator of this dishonest act expected to gain is more problematical even than the problems over which he wasted postage, since any square-headed man would know full well that any attempt to cheat in this line would not remain long undetected. If a joke was intended, one can smile at the feeble sense of humour displayed, whilst scorning such a reprehensible practice. One or two positions forwarded by this misguided individual have not been traced, but they have been easily cooked, and it is believed that all his transcriptions have been nailed to the counter with the laugh on the editorial side.

The 23-move Sui-Mate Competition of the *New York Clipper* has brought together 14 entries (a total of 322 moves). "Miron" the chess editor is quite elated with his success. Mr. G. E. Carpenter has given his decision, but the winners' names are not yet known.

Mr. G. Heathcote, in a recent letter to us, makes the following interesting statement, which bears out the surmise we made when reviewing the problem 'Economy,' which we had culled from the *Canterbury Times*, N.Z.

> "Do you remember in the *B.C.M.* of January drawing attention to a curious resemblance between a 2-er competing in a Colonial Tourney and my *Leisure Hour* problem? You suggested that I might have seen the other rendering and passed it over on account of the dual after a B Q move. You will perhaps be interested to hear that your surmise was absolutely correct! I believe I had on my board during the process of construction the identical position—at all events I encountered the difficulty of the dual, and it was on that account that I employed the second R in place of the Q."

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A PAIR OF CHALLENGERS.—After a lapse of some months we think our solvers may like to try their hands at "Challengers." We submit a brace of six-movers by the popular Norwich Sui-matist. They cannot be regarded as brain-splitters, otherwise we should have published them separately. The author has kindly placed a copy of *Chess Stars*, a collection of Sui-mates by numerous composers, edited by the late J. A. Miles, for the first correct solutions of the two positions we receive.

By J. KEEBLE.

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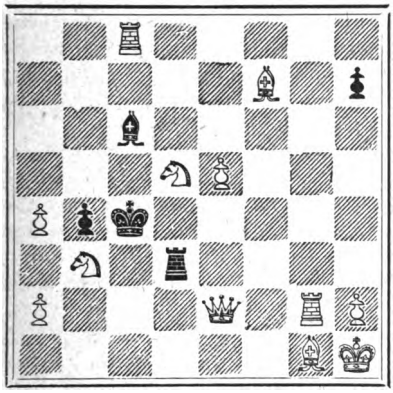

WHITE.

White compels Black to mate in six moves.

By J. KEEBLE.

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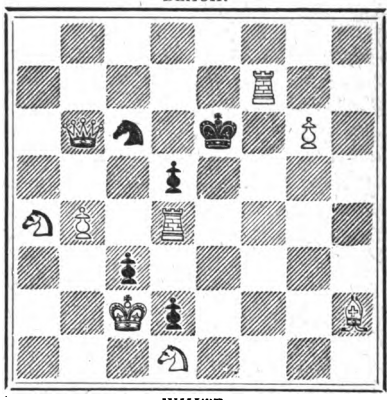

WHITE.

White compels Black to mate in six moves.

By E. PRADIGNAT.

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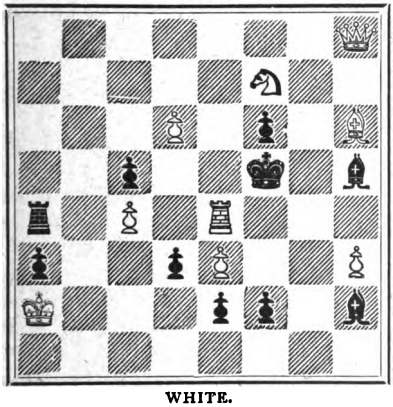

WHITE.

Mate in three.

NUOVA RIVISTA DEGLI SCACCHI. The ninth Tourney of this magazine has just been concluded. First prize, E. Pradignat; second prize, A. F. Mackenzie; third prize, V. Schiffers; fourth prize, Max Feigl; hon. men., J. Moller, C. A. Dahl, J. Smutny, K. Erlin, and A. Corrias. Subjoined is the first prize problem.

The *Nuova Rivista* offer two prizes for the best two conditional problems, sent at latest the 31st March next. Each problem must have only, White pieces: King and Queen; Black piece: King. The moves are left to the composer, but must not exceed ten. Address: 1, via dei Floridi, Livorno, Toscana.

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PROBLEM TOURNEY.—We have been favoured with an advance copy of the particulars of a new Tourney, promoted by Captain W. Beaumont, under the auspices of *The Norwood News*. Competitors are invited to send in either one or two positions, each bearing the stipulation of "White to play and mate in two moves." Each problem must be original, and must not have been previously published. With each entry there must be a distinguishing motto and the full solution of the problem, and accompanying each entry must be a sealed envelope, bearing on the outside the motto of the problem, and enclosing the name and address of the composer. Entries to be received by the Chess Editor, *The Norwood News*, 31, Station Road, South Norwood, London, S.E., on or before 31st August, 1901, from European composers, and not later than 30th September, 1901, from composers residing elsewhere. Captain Beaumont supplies the following prizes: first, £3 3s.; second, £2 2s.; third, £1 1s. In addition two special prizes for competitors under 20 years of age are offered, viz., £1 1s. and 10s. 6d. Competitors for these last mentioned two prizes should write "Junior" as well as the motto on the outside of the sealed envelope, which should also contain a statement signed by a parent or guardian that the competitor is under 20 years of age, and that the problem is the unaided work of the competing composer. The adjudication will be in the hands of Captain Beaumont, Mr. Stanley B. Baxter, and B. G Laws In order that the problems of the junior competitors may be impartially judged, in the open competition the sealed envelopes will be deposited with the editor of *The Norwood News* until the judges have completed the awards. When the prizes in the open competition have been allotted, such of the problems as have been contributed by the junior competitors, and have failed to secure a prize in the open competition, will be again submitted to the judges with a view to the awarding of the special prizes offered to the juniors. No problem shall be eligible to gain an award in both competitions—in other words a junior competitor being successful in the open competition shall not be eligible to secure a prize *with the* same problem in the junior competition. As soon as sufficient entries are received publication will commence, with announcement of a local Solution Tourney, which will also owe its establishment to Captain Beaumont's patronage.

PROBLEM TOURNEYS.—The chess editor of the *Leeds Mercury Weekly Supplement* announces Problem and Solution Tournaments. The problems for the present year will be direct mates in two moves. Problems must have a motto appended, but an extra sealed envelope is optional, as the problems will be published under their mottoes. The prizes will be cash: £1 5s., £1, 10s., and 5s. respectively, for the best problems. New chess works will be awarded in extension of the cash prizes, one of which will be an excellent copy of Mrs. W. J. Baird's Collection of Problems, presented by Mr. E. J. Winter-Wood. Competing problems must be sent to the Chess Editor, *Mercury* Office, Leeds, England, by May 1st next, by home composers; and by June 1st for foreign composers. Previous tourneys of the *Leeds Mercury* have been most successful. Solution tourneys on the

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"All-in" plan, with a monthly prize, will begin on April 1st next, and continue till further notice.

Kingstown Society.—The following are the particulars of the second tourney of this Irish paper, the chess of which is conducted by Mrs. Rowland. (1) Open to all, entrance fee one shilling. (2) Competing problems must be positions hitherto unpublished, and must not be revised versions of any that have hitherto appeared in print. (3) The primary positions must be such as would be possible in play. (4) Castling or P × P *en passant* as a first move is not permissible. (5) Each problem to bear a motto; the names of the competitors are not to be published till after the award is made. (6) Problems may be sent in any time up to July, 1901, addressed to the Chess Editor, *Kingstown Society*, 6, Rus-in-Urbe, Kingstown, Ireland. Prizes: first prize, the Entrance Fees, in cash; second prize, Popular Chess Board, presented by Mr. E. J. Winter-Wood, and Chessmen, presented by Mrs. Rowland; special prize for the best problem with most "flight squares," a copy of *Pollock Memories*.

SOLUTIONS AND CRITICISMS.

By James White (p. 38). We give three methods by which the terms of this puzzle can be accomplished, as appeared in the *Leeds Mercury*. The idea is distinctly ingenious, and a little bewildering to master. It proved a pleasant contribution to the solvers of our contemporary. (1) K 3—R 7, R 2—R 6, B 6—Kt 6, Kt 4—Kt 5, Q sq—K 2, R 4—K sq, B 8—B sq, Kt—B 2. (2) R 2—R 8, K 3—R 7, B 8—R 6, B 6—Kt 7, Kt 4—Kt 6, Q sq—K sq, Kt 2—B sq, R 4—B 2. (3) R 2—R 8, B 6—R 6, Kt 4—Kt 7, R 4—Kt 4, K 3—K 8, B 8—B sq, Q sq—K 2, Kt 2—B 2.

By G. Heathcote (p. 40).—1 B—R 5, &c. One knowing Mr. Planck's strong views on the question of economy of force, can quite understand his preference for this problem. It is a cleanly constructed problem, the key move is good though rather easy, due chiefly to the fact that Black has such a strong defence in hand (Kt—Kt 6). There are seven variations which, seeing the problem is of the threat class, and the fact that there are only 15 men on the board, is a clever achievement, and certainly the general result is artistic. An interesting point has been made in connection with the construction of this problem. It has been suggested that a Black Rook might with advantage have been added at K R 2, so that after 1..., R × Kt; 2 Q—Q 6 gives a perfectly pure mate. Mr. Heathcote has explained to us that this idea occurred to him, but he considered that as the presence of a Black piece, which was not necessary (either to bring about the intended solution, to prevent cooks, duals, or other inaccuracies, or to increase the variety), would hardly be justified. We have little doubt that many authorities will regard the author as having acted properly in refraining from committing even a small breach of economy, though the temptation was very great; there is we can see plausible argument in favour of the Rook. Had Mr. Heathcote chosen, he could have placed the White King in a position which would have rendered the presence of the Black Rook necessary, viz.: place White King at Q R 2 and add Black Rook at K sq to prevent cook by 1 K—Kt 2. The composer had some scruples in adopting this artifice, especially as he explains it would tend to make the key move easier by reason of the threatened pin of the White Queen. This is a problem which opens up some interesting topics, and is worth study. Solved by E. Henry, J. D. Tucker, T.D., R. M. Peake, G. Woodcock, H. S. Brandreth, A. C. White, "Cigaro Nicotini," J. J. Jones, Capt. G. A. Forde, E. W. Brook.

By G. Heathcote (p. 40).—1 B—B 5, &c. This is a fine threat two-mover. There are nine variations, and they are effected with a respect for unity. There is no pure

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mate, but this of course cannot be expected in a problem of this class. The key move is first-class, and the majority of the mates have piquancy. A point has been raised as to whether the author was justified in introducing the variation 1..., Kt—B 5, as it necessitates the presence of the Black R at K 8, B at K R 8, and P at R 5. We are decidedly of opinion that as no extra White force was necessary to produce the pretty mate, the author was quite right, still it is a pity such a heavy draw upon the Black pieces is unavoidable. Solved by E. Henry, J. D. Tucker, T.D., R. M. Peake, G. Woodcock, H. S. Brandreth, A. C. White, "Cigaro Nicotini," J. J. Jones, Capt. G. A. Forde, E. W. Brook.

By G. J. Slater (p. 40).—1 Q—R 6, &c. A dainty little two-mover, clever key and pretty variations. The construction is first-class, and though based on familiar lines it is refreshing by reason of its clear cut arrangement. It is to be noticed two of the five mates are pure and economical. Solved by E. Henry, R. M. Peake, G. Woodcock, H. S. Brandreth, A. C. White, "Cigaro Nicotini," J. J. Jones, Capt. G. A. Forde.

By G. J. Slater (p. 40).—1 R—B 2, &c. A complex and difficult design, admirably handled. The way in which the Black pieces are governed by White is very striking. but it has entailed a large call from the box. It is rather surprising that the author was able to work in such a good key move. Solved by E. Henry, R. M. Peake, G. Woodcock, A. C. White, J. J. Jones, Capt. G. A. Forde.

By C. V. Berry (p. 40).—1 B—K R 2, &c. A good key to a good problem. The ideas are nicely blended. It is unfortunate the Kt at R 7 is necessary, since its office is to give but one mate; these things "are sent to try us." Solved by E. Henry, R. M. Peake, G. Woodcock, A. C. White, "Cigaro Nicotini," J. J. Jones, Capt. G. A. Forde.

By H. Greenwell (p. 40).—1 Kt—Q 3, &c. There is a certain amount of life in this 2-er, but it is to our thinking not quite so strong a position as the preceding problems The key is first-rate, but the construction rather laboured. Solved by E. Henry, R. M. Peake, G. Woodcock, A. C. White, "Cigaro Nicotini," J. J. Jones, Capt. G. A. Forde.

By P. H. Williams (p. 40).—1 R—Kt 6, &c. A tricky kind of problem, and a little above the usual run as far as difficulty is concerned, notwithstanding it is rather apparent the Rook must come into play to be of any use. Solved by R. M. Peake, G. Woodcock, A. C. White, J. J. Jones, Capt. G. A. Forde.

By A. F. Mackenzie (p. 40).—1 K—Kt 2, &c. The key move though not faulty is about the weakest feature here, since all mates are set in readiness but that when the King goes for an airing. The play of the Black Kt at B 6 is pretty, and the general construction commendable, but this is what we expect from A.F.M. Solved by R. M. Peake, G. Woodcock, A. C. White. J. J. Jones.

By P. F. Blake (p. 40).—1 B—Kt 8, &c. It is very curious that 1 B—Kt 8 should be the only waiting move available in this complex position. The idea is not a new one. but it has been presented here in a garb which is to an extent new. It is certainly a good problem of its kind. All these problems are above the average, and doubtless some of the authors feel a little disappointed at throwing in their lot in such excellent company, since any one of these positions are strong enough to secure first prizes in ordinary competitions; on the other hand the Chess Editor of the *Hampstead and Highgate Express* has full reasons to be congratulated in marshalling such a fine set of prize-winners. Solved by E. Henry, G. Woodcock, A. C. White, "Cigaro Nicotini," J. J. Jones

No. 1569 ("Ad nova fert," &c.).—1 Q—R 3, B—K Kt 2, B—Kt 4, P—Kt 4, or R (Kt 7)—Kt 8; 2 Q—Q 3, any; 3 Q—K 3, Q sq, Q 2, or R—K 3 ch, &c. If 1..., Q—Kt 5; 2 R—K 3 ch, Q—K 7; 3 R × Q ch, &c If 1..., Kt × R; 2 Q—K 3 ch, Kt—K 7 ch; 3 Q × Kt ch, &c. If 1..., P—B 5; 2 Q—K 3 ch, P × Q; 3 R × K P ch, &c. If 1..., any other; 2 Q—Q 7 ch, &c. This problem can also be solved by 1 Q—Q 4, B × P, either B moves, P—K 6, or P—Kt 4; 2 Q—K 4 ch, P or B × Q; 3 R—K 3 ch, &c. If 1..., Kt × R; 2 Q—K 3 ch, Kt—K 7 ch; 3 Q × Kt ch, &c. If 1..., Kt—B 6; 2 Q—K 5 ch, Kt × Q; 3 R—K 3 ch, &c. If 1..., R × R; 2 Q—K 5 ch, &c. If 1..., R (B 8) moves; 2 Q—Q 2 ch, K—B 8; 3 Q—K 2 ch, &c. If 1..., P—B 5; 2 Q—K 3 ch, P × Q; 3 R × P ch, &c.

No. 1570 ("Time is money").—This problem cannot be solved. The author's intention fails as follows: 1 R—K Kt 8, P becomes Q, R or B; 2 Q—R 6, Kt moves; 3 Q—K 2 ch, K × Q ch, but not mate.

No. 1571 ("Delta").—1 B—Kt 5, K × Kt; 2 Q—K 7 ch, K × Q; 3 B—R 4 ch, &c. If 1..., Kt—K 3; 2 Q—Q 6 ch, K × Kt; 3 B—R 4 ch, &c. If 1..., Kt (B 2) elsewhere;

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2 Q—Q 5 ch, &c. If 1 .., 2 Q—Q 5 ch, &c. If 1..., Kt—Q 5; 2 Q × Kt (B 2) ch, &c. If 1..., Kt (Kt 6) elsewhere; 2 P—Q 4 ch, &c. If 1..., P—Kt 3; 2 Kt—B 6 ch, &c. This position however yields to the following: 1 P—Q 4 ch, Kt × P; 2 Q × Kt (B 2) ch, K × Kt; 3 R—R 4 ch, &c.

No. 1572 (Salve!").—This also is faulty. There are several solutions. The author would have only the following to work: 1 Q—Q Kt 5, B—Kt sq, 3, B 4, or Q 5; 2 Q—Kt 7, B 6 or Q 5 acc., any; 3 Q × B or P acc., &c. If 1..., P × P; 2 Q—K 2, &c. If 1..., K—B 6; 2 Q—Q 5 ch, &c. If 1..., P—B 6; 2 B—K Kt 7, B moves; 3 Q or B × B, &c. The following are the cooks briefly recorded:—First cook, 1 Q—B 7, K—B 6; 2 Q—Q 5 ch, &c. If 1..., B—Kt sq or 3; 2 Q—Q Kt 7, &c. If 1..., B—B 4 or Q 5; 2 Q—Q 5, &c. If 1..., P moves; 2 Q × B or Q—B 2 ch, &c. Second cook: 1 Q—Q 7, K—B 6; 2 Q—Kt 7 ch, &c. If 1..., B—Kt sq, 3, B 4, or Q 5; 2 Q—Q Kt 7 or B 6, &c. If 1..., P × P; 2 Q—K B 5, &c. Third cook: 1 B × P ch, K—B 6; 2 B—R 2 dis. ch, K × P; 3 Q—K 4 ch, &c. Fourth cook: 1 Q—B 2, P—B 6; 2 Q—B 7, &c, making five solutions.

No. 1573, by G. J. Slater.—1 Q—Q R 7, &c. A pretty idea and a good key. The mate after the Queen is captured is very nice. There are only five mates, but they are consistently worked in.

No. 1574, by W. A. Clark.—1 R—Q 8, &c. The threatened B × Q strongly suggests the key move. The various mates are curiously brought about, and some ingenuity has been exercised. It is peculiar that the Kt at Kt 7 has, like the Kt in Mr. Heathcote's second prize problem already discussed, only one available square; in this case the Kt is a necessity.

No. 1575, by G. H. Clutsam.—1 B—Q 5, K—Q 3; 2 Kt—B 7 ch, &c. If 1..., K—B 3; 2 Q—R 8 ch, &c. If 1..., K—B 5; 2 Q—Q Kt 8 ch, &c. If 1..., P—Q 3; 2 Q—K Kt 8, &c. An unusual class of key move, and one which in this instance deters the solver from discovering the pretty variations. The King is prettily mated far into the King side in one line of play, and a good many steps from K Kt 3 on the Queen's side. It is certainly not clear why the Q Kt P is used, but its presence possibly is necessary.

No. 1576, by B. G. Laws.—1 Q—Kt 8, K—B 4; 2 P—Kt 4 ch, &c. If 1..., B—Q 4; 2 Q—Kt 6 ch, &c. If 1..., others; 2 Q—Q 6 ch, &c. This problem, simple as it seems, gave a good deal of trouble to get rid of cooks and ugly duals. The variety is small, but we find the two idea variations have been enjoyed by those who have expressed their opinions upon this little three-mover.

ANSWERS TO CORRESPONDENTS.

We thank the following for their contributions of problems, which will be duly considered:—A. C. White, Rev R. J. Wright, G. H. Clutsam, Baron Wardener, W. A. Collier, E. J. Winter-Wood, W. H. Thompson, H. Greenwell, W. Finlayson, and W. A. Clark.

J. KHOTZ (Munich).—We will endeavour to procure the information you require, but at the present moment we cannot call to mind where you can get all you name—perhaps we will forward particulars by post in a few days.

T. HARLIN (Melbourne).—Thanks for your letter, we have had other communications on the same subject, but no good purpose would be served by making any further to-do in the matter, and moreover we observe your request for privacy.

R.M. (Decorah).—Thanks for solutions; you will see on further trial your keys to both P. H. Williams' 2-ers will not work. It is curious that you should go wrong on only two problems both by the same composer.

T.D. (Liscard).—The error in the total you correctly apprehend is a clerical one—we make it good this month. Glad you are now satisfied regarding No. 1552. As to No. 1549 we gave you full credit for solving the problem; it was for 1550 you were penalised, because you sent 1 R—B 3 as the key.

W.A. (Chelsea).—In the 2-er you send we think you can make some improvements. For instance, instead of placing the Kt at Q Kt 7 why not let it stand at K B 7 and dispense with the two Pawns on the K B file. Moreover the key is weak on account of the threatened check, which is averted by your opening.

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PROBLEMS.

"B. C. M." SUI-MATE TOURNEY.

No. 1585.
Motto: "Rosamunde."
(T. P. No. 33.)

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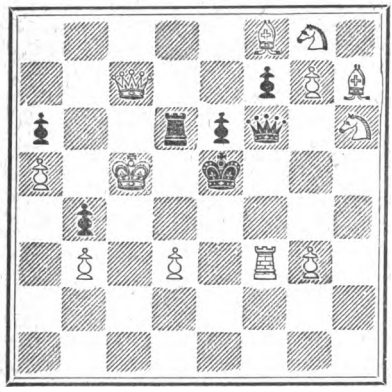

WHITE.

White compels Black to mate in three moves.

No. 1586.
Motto: "Moritŭri."
(T. P. No. 34.)

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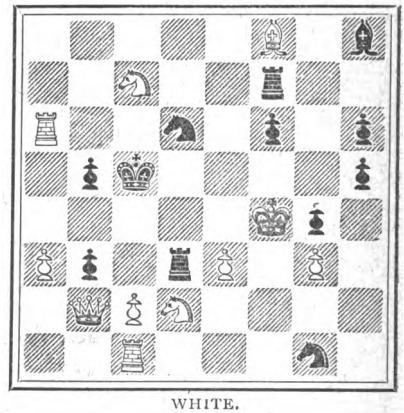

WHITE.

White compels Black to mate in three moves.

No. 1587.
Motto: "Move on."
(T. P. No. 35.)

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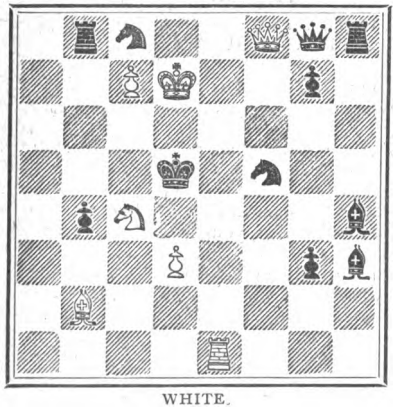

WHITE.

White compels Black to mate in three moves.

No. 1588.
Motto: "Festina leute."
(T. P. No. 36.)

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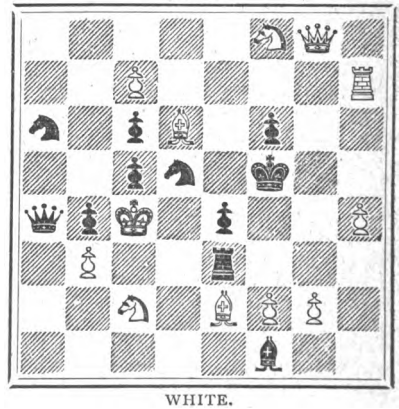

WHITE.

White compels Black to mate in three moves.

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THE CHESSMEN IN THE NATIONAL LIBRARY, PARIS (PLATE III.).

See January issue

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BRITISH CHESS MAGAZINE

APRIL, 1901.

THE LEWIS CHESSMEN IN THE BRITISH MUSEUM.

MR. Carslake Wood's note in the March *B.C.M.* upon the Lewis Chessmen in the British Museum recalls attention to one of the most important chess antiquities in Europe. I notice that in recounting the history of the discovery he follows Sir Frederick Madden, whose paper before the London Society of Antiquaries was published with many valuable illustrations of the pieces in Archælogia (1832), vol. xxiv., pp. 203-291 (40 copies were printed separately).

Sir Frederick Madden's information, however, does not appear to have been particularly well founded, and is traversed in several important particulars by the great Scotch antiquarian Wilson, in his *Prehistoric Annals of Scotland*, vol. ii., pp. 341 seq., a work which contains other interesting references to early Scottish chess. Wilson's information was obtained from a paper by Mr. Roderick Rivie, who first brought the chessmen to Edinburgh and exhibited them before the Edinburgh Society of Antiquaries on the 11th April, 1831. It is therefore both earlier in time and closer to the first source than Sir Frederick Madden's account.

According to Mr. Rivie, the pieces were discovered in the following way. A peasant was digging in a sandbank in the parish of Uig, Isle of Lewis, and broke into a small stone subterranean building. Here he saw what he took to be a number of pixies or fairies, and took to flight. When he recovered his nerve he returned, entered the chamber, and brought out the ivory carvings which had previously frightened him. Some of these were given away by him as curiosities before the news of the find reached the ears of anyone who could appreciate its importance, but Mr. Rivie exhibited in Edinburgh 93 carvings in all, comprising 58 figures, 34 plain pieces, and an ivory buckle. Ten of these pieces became the property of the late Mr. Charles Kirkpatrick Sharpe, who subsequently recovered in the Highlands another piece belonging to the original find, and on his death these eleven pieces were bought by the late Lord Londesbrough, and are presumably still in the possession of the present Lord.

So far as I can ascertain the original find contained at least 8 Kings, 8 Queens, 16 Bishops, 15 Knights, 12 Wardens, 20 Pawns, 14 Draughtsmen, and an ivory buckle.

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It will be obvious that the most reasonable hypothesis is that the peasant discovered the workshop of a carver in walrus ivory, and that the story of the shipwreck is untenable. Sir Frederick Madden himself abandoned the story of the very doubtful Nunnery; in any case it could not be as old as the chessmen have been claimed to be. It is interesting to note that there is in the Petrie Collection, Dublin, a chess piece—there called a King—which in attitude, general treatment, and carving, answers exactly to the carved Queens of the Lewis pieces. This was discovered in the county of Meath, and is, so far as I know, the single chess antiquity which has been found in Ireland, and Celtic scholars admit that it is undoubtedly of Norse origin. This piece is figured (very poorly) in O'Donavan's Leabhar na g-Ceart (Dublin, 1847).

In my article on the Ashmole MS. of Mediæval Problems (*B.C.M.*, February, 1901), an error in the second diagram, on p. 50, has escaped correction. There should be, and is in the MS., a White Pawn on White's Q R 3rd

H. J. R. MURRAY.

THE VIENNA GAME.

THE object of the development of the Queen's Knight before moving the King's Knight, is to secure the King's Pawn, and leave the King's Bishop's Pawn free to advance early in the game. The idea is really the same as in the King's Gambit, only with the difference that, at least in most variations, White need not sacrifice the Pawn, as he only advances the King's Bishop's Pawn after having played Pawn to Queen's third. Of course, I do not take into consideration those continuations in which White, by playing Kt—K B 3 turns into other well-known lines of play as the Giuoco Piano, Four Knights' Game, &c.; in fact I think that only those "débuts" should be called Viennese in which the development of the King's Knight is deferred till after the advance of the King's Bishop's Pawn or effected *via* K 2; so that, for instance, the opening of the game between Blackburne and Gunsberg in the last tournament at Monte Carlo, viz.: 1 P—K 4, P—K 4; 2 Kt—Q B 3, Kt—Q B 3; 3 Kt—B 3, B—B 4 should not be classed as a Vienna Game at all, but as a Three Knights' Game. In answer to White's second move, 2 Kt—Q B 3, Black has three good moves at his disposal, viz., Kt—Q B 3, B—B 4, and Kt—K B 3, and of these three the last-mentioned is now almost exclusively played, as it prevents White from continuing, as he intended, with P—K B 4, or at least allows him to do so only at the risk of obtaining the inferior position. It will, therefore, be my first duty to consider the variations—and there is no doubt that they are the most important—arising from this defence.

It can, of course, not be my object to repeat here well-known book variations, and I shall therefore in such cases, where the variations may be found in all the books on openings, only refer to them by giving the first moves. If White were to answer Black's second move Kt—K B 3 by 3 P—K B 4, Black's best answer would be 3..., P—Q 4, with an immediate counter attack on White's centre, and it has been found in practice that

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this variation, viz., 1 P—K 4, P—K 4; 2 Kt—Q B 3, Kt—K B 3; 3 P—K B 4, P—Q 4; 4 P × K P, Kt × P; 5 Q—B 3, P—K B 4! does not result in a good game for White; in fact, nearly all tournament games ever played with this variation have been lost for White. The trouble for White is Black's well-established Knight at K 5, which it is very difficult to get rid of; another weakness is the isolated Pawn at K 5, which must sooner or later be guarded by P—Q 4, after which move White can no longer disturb the position of the Black Knight, inviting besides an attack on his centre by P—Q B 4. This variation can be found in all the books on Chess Openings.

In view of this counter attack by P—Q 4, those players who practised the Vienna Opening in late years—and amongst them Mieses is the most prominent—prepared the advance of the King's Bishop's Pawn by playing 3 B—Q B 4 first. It was, in old times, considered not good to make this move, on account of Black's answer 3..., Kt × P; and it is true that White would obtain the inferior game, if he answered either 4 B × P ch, K × B; 5 Kt × Kt, P—Q 4, or 4 Kt × Kt, P—Q 4; 5 B—Kt 5, P × Kt; 6 Kt × P, Q—Q 4 !. These two variations result, in my opinion, in favour of Black, and specimens of continuations in these two lines of play may also be found both in the books on openings and in the recent tournament records. But afterwards it was discovered that White instead of 4 B × P ch, or 4 Kt × Kt might advantageously continue Q—R 5, after which move Black has no other reply but Kt—Q 3, allowing White to regain the Pawn by Q × P ch, with slightly the superior position for the end-game (viz., 4 Q—R 5, Kt—Q 3; 5 Q × P ch, Q—K 2; 6 Q × Q ch, B × Q; 7 B—Kt 3). White has two pieces developed, and so has Black; but White's King's Bishop stands on the strongest diagonal, whereas Black's King's Bishop is only well placed for the defence at K 2, and his other developed piece, viz., the Knight at Q 3 requires at least two more moves to get into a favourable position, while it obstructs, meanwhile, the Queen's Pawn. I may mention here, that in the last International Tournament at Paris, Mieses introduced a new and interesting line of play, viz., 1 P—K 4, P—K 4; 2 Kt—Q B 3, Kt—K B 3; 3 B—B 4, Kt × P; 4 Q—R 5, Kt—Q 3; 5 B—Kt 3, preferring to play for attack instead of winning back the Pawn at once. The venture did not succeed in the game (the game was played against Burn, and was published in the *British Chess Magazine*), in spite of the fact that Burn did not adopt the best continuation, viz, 5..., Castles, after which White would have nothing better than Q × P, with obviously the inferior game; and for this reason the move 5 B—Kt 3 cannot be recommended. Owing to the established fact that Black cannot play 3..., Kt × P with advantage, he has to adopt quieter tactics, and to develop his pieces. The natural sequence of moves, however, viz., Kt—Q B 3 and B—Q B 4, so as to obtain a sort of King's Gambit Declined position, cannot be commended on account of a very strong line of play which has been introduced by Mieses in the recent tournaments. He plays after 1 P—K 4, P—K 4; 2 Kt—Q B 3, Kt—K B 3; 3 B—B 4, Kt—B 3; 4 P—Q 3, B—B 4; 5 P—K B 4, P—Q 3; 6 P—B 5 !, and it has been found that in this variation White obtains by far the better position. As a rule, the advance of the King's Bishop's Pawn to the fifth

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is bad, especially when Black can answer at once P—Q 4 attacking the weak centre. In this case, however, White, not having developed his King's Knight yet, may follow up at once with P—K Kt 4 and Q—B 3, being thus able to hold his Pawns in the position at K 4 and K B 5, and threatening at the same time an immediate advance of all the King's side Pawns, with a dangerous attack. The game between Mieses and Janowski, in the last International Tournament at Paris, with which Mieses won the brilliancy prize, is a good specimen of this kind of attack. On account of this attack, the line of play which is given next has been found to be best for Black. After the opening moves 1 P—K 4, P—K 4; 2 Kt—Q B 3, Kt—K B 3; 3 B—B 4, Kt—B 3; 4 P—Q 3, Black's best answer appears to be 4..., B—Q Kt 5, securing a sort of inverted Ruy Lopez, in which White is playing the Steinitz Defence (P—Q 3), with that important fact in his favour, that he has already developed his King's Bishop to Q B 4, while in the Ruy Lopez, Black's King's Bishop is shut in by the move P—Q 3, and has to be developed to K 2. This opening should lead to about an even game, though I think slightly in White's favour, and is usually continued: 4..., B—Q Kt 5; 5 Kt—B 3 (P—K B 4 would of course be bad on account of the answer P—Q 4; in fact, it may be laid down as one of the few general maxims of opening play, that the advance of the King's Bishop's Pawn is always bad, when the opponent can at once reply P—Q 4), P—Q 4; 6 P × P, Kt × P; 7 B—Q 2, B × Kt; 8 P × B, Castles, with an even game. The game between Schlechter and Lasker, which was played in the last International Tournament at Paris, is a good specimen of this opening.

It remains now to deal with the main variations arising from Black's development of the Queen's Knight in answer to White's 2 Kt—Q B 3. It is obvious that by a transposition of moves, nearly all the variations just treated may arise also from this move; I shall, therefore, only have to take those lines of play into consideration which are of a different character to those already mentioned. First of all, it seems clear that White may, with even greater safety, pursue his development by B—Q B 4 and P—Q 3, followed by P—K B 4 afterwards. There is, however, one point which must not be forgotten, viz., that after 1 P—K 4, P—K 4; 2 Kt—Q B 3, Kt—Q B 3; 3 B—B 4, B—B 4; 4 P—Q 3, P—Q 3, White must not by any means continue with 5 P—K B 4 (which would be the proper move, if Black had continued Kt—K B 3); as in this case Black could win the game right off by playing B × Kt (a move which in nearly all other similar positions is bad for Black, as it only develops White's game), since, owing to the fact that White has developed his King's Bishop already, the check with the Queen is fatal; *e.g.*, 5 P—K B 4, B × Kt; 6 R × B, Q—R 5 ch; 7 P—Kt 3, Q × R P, and if 8 K—B sq, P—Q 4 winning outright. For this reason White would, instead of 5 P—K B 4, have to play 5 Q—Kt 4, a move which almost forces Black to return the Bishop to Bishop's square or move K—B sq, since Q—B 3 would be advantageously met by Kt—Q 5; and if 5..., P—K Kt 3, White would obtain the better game by playing Q—Kt 3.

Another interesting line of play results from White answering Black's 2..., Kt—Q B 3 by 3 P—K B 4. It is evident that Black, in this

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case, must accept the gambit, as he can not well play 3..., B—B 4, on account of 4 P × P !, B × Kt (Kt × P would, of course, lose a piece); 5 R × B, Kt × P; 6 P—Q 4, with much the better game. Black must, therefore (unless he choses to defend the gambit with the inferior move P—Q 3, before the King's Bishop is developed) play 3..., P × P, and after White's 4 Kt—B 3, we have the position of the King's Gambit, with the two Queen's Knights developed. It may safely be said that the development of the Queen's Knights is a factor in White's favour, as in all variations of the King's Gambit the White Queen's Knight would be a useful piece in the attack, whilst the development of the Queen's Knight does not assist much in the defence of the usual attacks arising from the King's Gambit. On these grounds, for instance, is the Allgaier Gambit after the development of the Queen's Knights (the so-called Hampe-Allgaier), considered stronger than the simple Allgaier Gambit; but as the variations arising from this opening may also be found in all the elementary books, I merely give the opening moves, viz.: 1 P—K 4, P—K 4; 2 Kt—Q B 3, Kt—Q B 3; 3 P—K B 4, P × P; 4 Kt—B 3, P—Kt 4; 5 P—K R 4, P—Kt 5; 6 Kt—Kt 5, P—K R 3; 7 Kt × B P, K × Kt; 8 P—Q 4, followed by B × P, &c., with a strong attack.

Another interesting though apparently unsound attack in this variation is the so-called Steinitz Gambit, viz.: 1 P—K 4, P—K 4; 2 Kt—Q B 3, Kt—Q B 3; 3 P—K B 4, P × P; 4 P—Q 4. Black obtains the better game with 4..., Q—R 5 ch; 5 K—K 2, P—Q 4 !, and this opening cannot therefore be recommended. I would, however, call attention to another strong line of play, which was introduced into practice by the late Louis Paulsen, at the Breslau Tournament, viz.: 1 P—K 4, P—K 4; 2 Kt—Q B 3, Kt—Q B 3; 3 P—K B 4, P × P; 4 Kt—B 3, P—K Kt 4; 5 P—Q 4 !. The object of thus developing the Queen's Pawn before the King's Bishop is to force Black either to turn into a sort of Muzio Gambit by playing P—Kt 5, or to play B—Kt 2, after which White has a very good continuation with 6 P—Q 5. In the first case, White would answer 6 B—B 4, bringing about the Pierce Gambit, which is, in my opinion, the strongest form of attack which White can obtain in the King's Gambit. The usual continuation is 6 B—B 4, P × Kt; 7 Q × P, P—Q 4 ! (to play Kt × P would lose for Black at once, on account of 8 B × P ch, K × P; 9 Q—R 5 ch, K—Kt 2; 10 B × P, followed by Castles K R, with a winning attack). It is, of course, not my object here to give an analysis of this interesting opening, and I must again refer my readers to the books on Openings. But in the second case, if Black plays 5..., B—Kt 2, I recommend the variation of L. Paulsen, viz., 6 P—Q 5. Black's best answer is obviously Kt—K 4, after which White obtains a very good attack by 7 P—Q 6, shutting in Black's whole Queen's side. Whether Black play P × P or P—Q B 3, White will in either case obtain a good attack; *e.g.*, 7..., P—Q B 3; 8 Kt—Q 4, followed by Kt—B 5, and eventually P—K R 4, &c.; or 7..., P × P, also Kt—Q 4 and B 5; nor would Black derive any benefit from 7..., Kt × Kt ch, as White would simply retake with the Queen, threatening P—K R 4, and if then after 8 Q × Kt, B × Kt ch, White would again retake with the Queen (9 Q × B), attacking Black's King's Rook and Queen's Bishop's Pawn with a good attack.

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There remains now only the third answer of Black to White's Vienna Opening, 2 Kt—Q B 3, which I gave as a good move, viz., 2.... B—B 4. It is obvious that if White continues with B—B 4 and P—Q 3, followed afterwards by P—K B 4, the same variations will be brought about as have been mentioned already, and Black has apparently no better scheme of development at his disposal than to play K Kt and Q Kt to B 3, followed by P—Q 3, which would result, as pointed out before, in White's favour. But I wish to mention here an unsound counter-attack of Black, which would prove very harassing to White if he did not know the correct answer. After the opening moves 1 P—K 4, P—K 4; 2 Kt—Q B 3, B—B 4; 3 B—B 4, Kt—K B 3 (if Kt—Q B 3, Q—Kt 4 is the best answer, as pointed out before); 4 P—Q 3, P—Q 3 !, it is doubtful whether White can safely continue with 5 P—K B 4, on account of the answer 5 .., Kt—Kt 5. Now Black threatens of course Kt—B 7, and White, not being able to play 6 Kt—R 3 on account of Q—R 5 ch, must give up the Rook and play for attack. The following interesting continuation occurred in a game played in a recent match between Mr. Passmore and myself: 1 P—K 4, P—K 4; 2 Kt—Q B 3, Kt—K B 3; 3 B—B 4, B—B 4; 4 P—Q 3, P—Q 3; 5 P—K B 4, Kt—Kt 5; 6 P—B 5 (this seems the only move which promises sufficient counter-attack), P—K R 4 ! (if ... Kt—B 7 ?; 8 Q—R 5, Castles ? [any other move would also lose]; 9 Kt—B 3 !, Kt × R; 10 Kt—Kt 5, and wins); 7 Q—B 3, Kt—Q B 3 ! (Kt—B 7 would still not be good on account of 8 Kt—R 3, Kt × R; 9 Kt—Kt 5. Kt—B 7 [apparently Black's best move]; 10 Kt × P, Q—R 5; 11 B—K Kt 5, with, I think, a winning game); 8 K Kt—K 2, Q—R 5 ch; 9 P—Kt 3, B—B 7 ch; 10 K—Q sq, B—Kt 3, and Black has at least an even game. For this reason I should, instead of 5 P—K B 4, recommend B—K Kt 5 in this case; and specimens of this opening may be found amongst the match games between Janowski and Mieses, played at Paris in 1894; and the result of these games seems to show that White obtains slightly the better game by this line of play.

I need scarcely point out that in answer to Black's 2 B—B 4, White may also play 3 P—K B 4 at once, followed up by Kt—K B 3, which is the old form of the King's Gambit Declined. The usual continuation is 1 P—K 4, P—K 4; 2 Kt—Q B 3, B—B 4; 3 P—K B 4, P—Q 3; 4 Kt—B 3, Kt—K B 3; 5 B—B 4, Kt—B 3; 6 P—Q 3, B—Kt 5; 7 P—K R 3, B × Kt; 8 Q × B, Kt—Q 5; 9 Q—Kt 3 ! (Q—Q sq may also be played, though it requires great care in case Black answer Kt—Q 2, threatening Q—R 5 ch). Black would not now do well to capture White's Queen's Rook by Kt × P ch; 10 K—Q sq, Kt × R, as White then obtains an overwhelming attack by Q × Kt P (see the game between Tchigorin and Pillsbury, played at Hastings in 1895, with Lasker's notes), but 9..., P—K Kt 3, or perhaps still better, Q—K 2 would seem to give Black at least an even game.

In the foregoing light treatise on the Vienna Opening, I make no claim of either original treatment or exhaustive analytical research. My object is simply to give a kind of summary of this opening to the average player, in which I try to show which lines of play should be commended as being likely to produce good and sporting games, and which, on the other hand, should be avoided.—R. Teichmann.

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THE MOST EXCLUSIVE CHESS CLUB IN THE WORLD.

READERS of the *British Chess Magazine* may be interested in some account of the most exclusive chess club in the world, by which I mean that in connection with the Reporters' Gallery of the House of Commons.

Some may be surprised at hearing the palm for exclusiveness given to this little organization, but I would ask what other chess club in the world has stationed at its portals a group of policemen to see that none enter who are not members? If a stranger ever finds his way into that charmed circle he must be cunning indeed. The most distinguished chess-player would be ruthlessly thrust back unless provided with one of those little slips of pasteboard, signed by the Sergeant-at-Arms, which denote the holder a member of the Gallery, one of that close corporation which styles itself half seriously the finest body of journalists in the world.

Chess in the House of Commons Gallery used formerly to be played in the smoking room, but since last autumn, when fresh accommodation was given to the journalists, who were getting rather straitened in their old quarters, a small but comfortable room has been assigned to chess. It is high up in the building, looking out upon Palace Yard through a window fashioned with delicate tracery. Newly and admirably furnished, it does every credit to the First Commissioner. Is he a chess-player himself? Perhaps.

Altogether about thirty members of the Press Gallery employ themselves to a greater or less extent in shifting about the pieces in hours of leisure. The play is somewhat desultory, for the players naturally never quite know when they will be disengaged, and often in the middle of a game the time will come for a "turn," and one of the combatants has, for half-an-hour or so, to listen to, and to record the dreary talk of our legislators. They are of all strengths, too, from the average first-class to the men who have Queens *and more* allowed them. One or two play also in London League and similar matches, but for the most part they take their chess, I believe, wholly in the Gallery, where doubtless some of them first learnt the game—perhaps, thirty or forty years ago, in the case of old stagers. Some little looseness of organization cannot, under the circumstances be avoided, but there is a regular committee, and handicaps and matches are played throughout each session.

At the time of writing two handicaps are just commencing, one with about twelve entries confined to the first four classes, another, with over twenty, open to all comers. A match is also being arranged between members of the Press Gallery and M.P.'s, and should make an even and interesting struggle.

Nowhere, I think, is the value of chess more apparent, as an intellectual pastime and a bond of good fellowship. It interferes in no way with duty. Its seductions cause no shirking of work. Perhaps newspaper tasks are all the better done for this little diversion. At all events chess players occupy some of the best posts in "the Gallery."

M.J.I.

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A NEW DEFENCE TO THE RUY LOPEZ.

WE have had a fair sprinkling of novelties in the openings lately, and it is therefore evident that the last word about them has not yet been said. In the Rice Gambit is afforded to us a new and interesting variation of the old Allgaier Attack, though it is by no means compulsory of acceptance. And in the Ruy Lopez Defence there have been two recent proposals, that of Herr Alapin, by 3..., B—Kt 5; and that of Mr. Brentano, 3..., P—K Kt 4. Now, however, in the *Deutsche Schachzeitung* for February, we find a brief analysis of yet another mode of play, the invention of Herr Schlechter, which certainly seems to possess a larger amount of importance than the two last mentioned, in that the defence by its means at once gets rid of the first player's K B, which is always so powerful a weapon of attack in this opening. After the moves, 1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—Q B 3; 3 B—Kt 5, P—Q R 3; 4 B—R 4, Black continues with 4..., P—Q Kt 4; 5 B—Kt 3, Kt—R 4! If now 6 Kt × P, Kt × B; 7 R P × Kt, Q—Kt 4 (this is better than Q—K 2). White has here, evidently, only one of two moves, 8 Kt—B 3, or 8 P—Q 4. Suppose then 8 Kt—B 3, Q × Kt P; 9 R—Kt sq, Q—R 6; 10 Kt—B 3 [R—Kt 3 looks more troublesome to Black.—C.E.R.], B—Kt 2; 11 P—Q 4, P—Q 3; 12 Q—Q 3, P—Kt 3; 13 B—B 4 (if 13 Kt × P, then P × Kt; 14 Q × P ch, Q—Q 2), B—Kt 2; 14 P—Q 5, Kt—B 3; 15 Castles, Kt—R 4; 16 B—Q 2 or Kt 3, and Black Castles on either side, with an even game. Or suppose 8 P—Q 4, then Q × Kt P; 9 Q—B 3, Q × Q; 10 Kt × Q, B—Kt 2; 11 P—Q 5, P—K B 4; 12 K Kt—Q 2, Kt—B 3; 13 P—K B 3, and the game is equal. Instead, however, of taking the K P at his 6th move, White may play 6 P—Q 4, and then would follow Kt × B; 7 R P × Kt, P × P (best, for if Kt—B 3; 8 Kt × P, Kt × P; 9 Q—B 3, &c.); 8 Q × P, Q—B 3; 9 Kt—B 3, B—Kt 2; 10 Kt—Q 5, Q × Q; 11 Kt × Q, Castles; 12 B—B 4, P—Q 3; 13 Castles K R, R—K sq; 14 P—K B 3, P—Kt 3; and Black's position is quite satisfactory. If instead of 6 Kt × P or P—Q 4, White plays 6 P—Q 3, Kt—B 3, or Castles, Black replies with Kt × B, and then P—Q 3, developing his forces safely.

Position after Blacks 7th move :—

Q—Kt 4.

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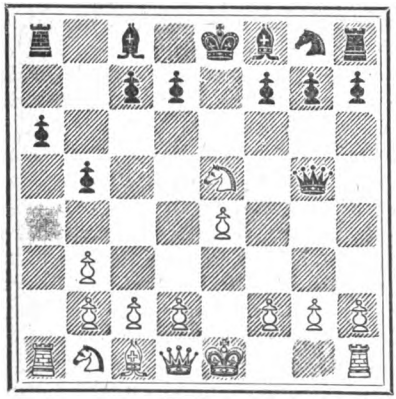

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We shall be much surprised if this mode of defence to the Ruy Lopez does not obtain a large amount of favour, for it certainly seems to cope with the attack more speedily and effectively than the ordinary defences to this difficult opening.

C.E.R.

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SOME ADVICE TO A YOUNG PLAYER.

(Continued from p. 92.)

IT is a tradition among chess players that when the opponent's Rook faces their Queen on the same file, and the Queen must be moved immediately; and this no matter how many pieces stand on the intermediate squares. This almost excessive caution is probably due to the survival of some legend that once upon a time a Queen was lost by remaining too long in that situation. Similar wariness is necessary when you play your Queen in front of the King, lest she should be "pinned" by an adverse Rook; indeed generally the safety of Her Majesty is to be considered as always second only to that of the King himself.

One of the most suitable positions for the Queen in the middle game is at Q B 2, with the Bishop's Pawn moved one square. Here whilst in communication with both wings she attacks the K R P, often a vulnerable point, and moreover makes way for the development of your Queen's Rook. Other favourable squares for the Queen are Q Kt 3, Q 2 (Q B having moved), and sometimes K 3 and K Kt 3.

Do not use your Queen either for attack or defence when a minor piece will answer the purpose equally well; and it is seldom good play to attack with her, unless in combination with some other Piece or Pawn. And, speaking of futile attacks, many young players cannot resist giving check whenever possible, on account of some small and momentary elation it gives them. The injunction so commonly given as almost to have passed into a proverbial existence, "Avoid useless checks," is as sound as it is trite, and you may be assured that a check administered with no object in view, is more likely to damage than to benefit your cause.

I have often noticed that many inexperienced players are disinclined to Castle, holding in this respect exactly opposite views to a professional player I once met at Simpson's, who tried to Castle *twice* in one game. When to Castle and when to refrain, experience will best teach, but as at present you lack that experience, it will be better, speaking generally, that you should Castle early—and as a rule on the King's side. The disadvantage which you attach to Castling early, is probably that you think that, knowing where your King is for some time fixed, your opponent can with more certainty bring his forces to bear upon him. This is quite true, but you will find that the dangers of deferring the operation are even greater, that your King is an easier mark for attack on his own square, and that if you delay too long, you may have to move him, and thus lose the opportunity. Besides, Castling affords your King—at least temporary—safety, giving you time, and brings development in the way of your Rooks. How often has one heard the plaintive cry of the defeated odds receiver, "Why! I've never moved my Queen's Rook." You may rely upon it that *development first*, and attack afterwards, are two of the cardinal principles of good chess. Castling on the Queen's side, though not affording so safe a shelter for the King, is sometimes advisable, especially when it enables you to throw forward the Pawns on King's flank against the hostile Castled King. When the other man has Castled with his Queen's Rook, the proper play is to advance your Queen's side Pawns as rapidly as possible, with of course support from your

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heavier Pieces. It is because there is here more scope for this sort of attack that Castleing with King's Rook is usually safer. Although it is generally well to Castle, yet there are occasions when—either in reply to a check or otherwise—it is better to play your King to B 2 with the idea of bringing the Rook to King's square, and if necessary to find further refuge for King at Knight's square; and this artificial Castling, as it may be called, is sometimes more convenient than the natural article.

The King is now used more freely as an actual fighting man than formerly. Much of this change is due to Steinitz, whose King play is one of the most remarkable features of his games. When the Queens and a couple of Rooks are exchanged, bring out your King boldly to the support of your Pawns; under these conditions, a well handled King may be more powerful than a Knight or a Bishop; indeed both those pieces, and even Knight and Rook, can do him little harm in the middie of a partially free board. In end-games, where Kings and Pawns are mostly concerned, victory often inclines to the side whose King is most skilfully managed.

To play end-games really well is usually beyond the ability of a beginner, but to play them even moderately you should have a clear idea of the nature of "the opposition." You will find this fully explained in Mr. Cunnington's excellent "Primer," but its simplest form is that when two Kings face each other, with one square only between them, the one whose turn it is to move must give way, and the one who moved last is said to have the opposition. Formulæ are given by the use of which you can ascertain which King has the opposition in any position, as also to find if a King can or can not catch a Pawn.

I do not believe that these rules are in general use by chess players,—who find that the old fashioned "I go here—he goes there" system usually suffices for their purpose.

"When a Piece or a Pawn to the good, it is best to exchange as often as you can conveniently." The above is the orthodox advice; but on this point I am afraid I must be a dissenter. If it be a matter of supreme importance to win a particular game, the end may be held to justify any means, however brutal; but as a general continuation I would have you cultivate the artistry and chivalry which exist even in chess, and whenever possible use the rapier in preference to the bludgeon. F.P.W.

(To be continued.)

THE COMPROMISED EVANS GAMBIT.

WE observed recently in an Australian exchange an analysis of a variation in the above opening, purporting to be a discovery that after the moves 1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—Q B 3; 3 B—B 4, B—B 4; 4 P—Q Kt 4, B × Kt P; 5 P—B 3, B—R 4; 6 P—Q 4, P × P; 7 Castles, P × P; 8 Q—Kt 3, Q—B 3; 9 P—K 5, Q—Kt 3; 10 Kt × P, K Kt—K 2; 11 B—R 3, R—Q Kt sq; 12 Kt—Q 5, Kt × Kt; 13 B × Kt, P—Q Kt 4?; 14 P—K 6!, B P × P; 15 B × Kt, P × B; 16 Kt—K 5, Q—K 5; 17 Q—Kt 3, P—Kt 3; 18 Q—

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Kt 5, P—Kt 5; instead of the book continuation 19 Q—B 6, White wins by 19 Q R—Q sq. Black's only move is Castles, whereupon White plays 20 B—Kt 2, with an irresistible attack. The merit of this discovery was supposed to belong to Messrs. Sandford and Monck, who made it independently, about the same time, six years ago, but this has been upset by the fact that a game at this variation is to be found in Dr. Tarrasch's collection of 300 games, published eleven years ago (see *B.C.M.* for 1895, Vol. 15, p. 130, and compare this with *B.C.M.* for 1884, Vol. 4, pp. 122, 123, where an interesting game at the opening occurs with notes by W. Pierce). The so-called discovery then by the two Australian amateurs has long since been anticipated, and we wonder how many more of such post-mortem examinations and discoveries will be made in the future.

CHESS LITERATURE.

WE have to chronicle the appearance of two new chess magazines, the one in Canada, the other in Germany. The Canadian magazine is entitled "Checkmate," and is both edited and published monthly by Dr. J. H. Graham, of Prescott, Ontario. The January number which lies before us contains 16 pages, and opens with an address from the editor, in which he claims that his is the first chess periodical ever issued in Canada, and he apologises for its appearance in a small town, remote from the leading centres of the game, under the management of an almost unknown player. The fact, however, that he is acquainted with chess literature. and with many Masters of the game whom he has met in Canada and the United States, that he is a man of some leisure, the possessor of a printing plant, and with a real enthusiasm for the work, is quite sufficient apology for his undertaking, and we wish him in it all the success that he certainly deserves. The first number contains a digest of chess news home and foreign, the summary of a lecture by Pillsbury on the Openings, and an account of his marriage, an article on Problems quoted from the *New York Evening Post*, 15 problems, and 12 games, and the annual subscription is only a dollar.

The other magazine bears the title of *Academische Schachblätter*, and is conducted by Herren Heilmann of Berlin, Wendt of Charlottenburg, and Dyckhoff of Munich, with other co-operation from Freiburg and Leipsic. According to the chief editor's preface, it appears as intended to be the organ for the instruction in the game of German University students, for whom, as in England, no special provision in this line has yet been made. It is an eight paged periodical, and is published bi-monthly by A. Rewald, 68, Prinzenstrasse, Berlin. As specimens of its games we give the two following short ones, which will be found amusing. White, E. Dyckhoff and C. Ruck; Black, Ernst and H. Starflinger. 1 P—K 4, P—Q B 4; 2 Kt—K B 3, Kt—Q B 3; 3 Kt—B 3, P—K 3; 4 P—Q 4, Kt—B 3?; 5 P—Q 5, Kt—Q Kt sq; 6 P—Q 6, P—K R 3 [to provide a favourable retreat for his Kt, and to prevent B—K Kt 5]; 7 P—K 5, Kt—R 2; 8 B—Q 3, P—B 4 [if P—K Kt 4; then Kt—K R 4]; 9 B—K 3! [a dia-

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bolical move], P—Q Kt 3; 10 Kt—Q 5, P × Kt; 11 K B × P, B × P; 12 Q × P, Resigns. White, The Berlin Finkenschaft (Lobes, Scholz, Ziekel); Black, The Charlottenburg Wildenschaft (Hirschlaff and Wendt). 1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—Q B 3; 3 B—B 4, Kt—B 3; 4 P—Q 3, B—B 4; 5 Castles, P—Q 3; 6 Kt—B 3, B—K Kt 5; 7 B—K 3, B—Kt 3; 8 Q—K 2 ?, Q—Q 2; 9 P—Q R 3, P—K R 3; 10 K R—K sq, Kt—K 2; 11 Q R—Q sq, Kt—Kt 3; 12 P—K Kt 3, B—K R 4; 13 Kt—Q 5, Q—R 6; 14 B × B, Kt × Kt; 15 B × Kt, Kt—R 5 !; 16 Kt × Kt, B × Q; Here, after five hours' play, the game was broken off and adjudged to be a win for Black.

With the January number which has just reached us, the St. Petersburg *Schachmatny Journal* commences its tenth volume. The contents include the resumé of a lecture given by M. Maximoff, at the St. Petersburg Amateurs Chess Club, on the Chess Problem in Russia. There is also a long instalment of a chess story, which by means of fiction brings in a number of chess problems which the novice is in the dialogue instructed how to solve. The game department is well filled, and there are many problems to be solved. Russian chess news of course is dealt with in very extensive fashion, and short character sketches of the players in the recent Russian National Tournament are racily written.

OBITUARY.

WE greatly regret to record the death on February 6th, at Nassengrund, near Blomberg, of Herr Wilfried Paulsen, the elder brother of Herr Louis Paulsen, who died twelve years ago. In chess tourneys of the seventies and eighties both brothers frequently took part, and the elder was very little inferior in strength to his celebrated brother. The newly deceased retired from active chess contests several years ago, and occupied himself on his own estate at Nassengrund, where he was well known as a successful potato raiser. Our old chess masters of the 19th century are rapidly passing away from us, and there are not many of them left. Let us do them all honour while they are yet with us, even though they may have retired from the actual practice of our noble game, for they can say with Horace,—

> "Not without glory have I ta'en the field;
> Now on this wall must hang my sword and shield."

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The Berlin Club Centrum has been dissolved owing to a withdrawal of members, who seem to have joined the Springer, which now has a roll of 110.

We greatly regret to hear that Mr. Blackburne will not be able to take part in the cable match with America this year. No reason is given, but no doubt it is owing to his state of health.

At the Society of Chess Amateurs, St. Petersburg, a tourney of the first class, with 16 entrants, began on February 27th. There were to be eight prizes, the first consisting of 250 roubles.

Match: Cheltenham *v.* Oxford.—Played at Cheltenham, March 16th, and won by the Cheltenham Club by $7\frac{1}{2}$ to $5\frac{1}{2}$. For the local team, Mr. R. C. J. Walker and Colonel Law won at two top boards.

The late Vienna Masters' Tournament ended in the victory of Herr Schlechter, who won 9 games out of 11. Herr Alapin came in second with 8 as his score, and the third prize was divided between Herren Albin and Marco, who scored $6\frac{1}{3}$ each.

The Berlin Chess Club, *Springer*, has now over 100 enthusiastic members. Herr Walbrodt recently encountered 60 of them simultaneously, with the result that he won 49 games, lost only three, and eight were drawn. This, we think, must be pretty nearly, if not quite, a record performance.

At Reykjavik, the capital of Iceland, a chess club was founded last October by Herren Zophoniasson, and the brothers Jonsson, under the title of "Tafflfjelaz Reykjavikur." It has 40 members, and meets on Saturday evenings. In January last it held a tourney, in which Herr Zophoniasson proved the victor. A club with 12 members also exists at Isafjörd.

The twelfth annual handicap of the Philidor Club, Paris, is nearly ended, and the prizes will be distributed on the 17th inst. For this occasion the committee is organising a musical evening, the principal performers

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being members of the club. New contests, called "class tourneys," about to take place at this club. Two prizes are allotted to each class, and the winner of the first in each will pass into the class above.

From the *Stratégie* we learn that at the Régence Club, Marseilles, M. Taubenhaus recently played 20 simultaneous games with great rapidity, winning 16, drawing 3, and losing 1. On his way from the Monte Carlo tourney, M. Tchigorin also paid a visit to this club, and gave two simultaneous performances of 20 games each. In the first he scored 18, lost 1, and drew 1. In the second, though visibly fatigued, he won 17, lost 2, and drew 1.

Isle of Wight.—The seventeenth Annual Tournament for the Championship of the Island and the Challenge Cup, value 25 guineas, has just concluded, and has resulted in Mr. J. S. Flower, of Ryde, being first, with the score of 4 wins out of 5 games. Mr. F. A. Joyce, of Newport, was second with $3\frac{1}{2}$. Mr. Flower tied for the Cup with Mr. E. B. Cole in 1894, when he lost on the play off, and has been second on other occasions; he is a regular member of the Hampshire County team, and in the Southern Counties' Championship matches has the score of 9 wins and 6 draws out of 15 games played for his county.

Match: Tees-side *v.* Newcastle-on-Tyne.—An interesting match was contested at the County Hotel, Newcastle, on March 9th, 21 players of the Newcastle Club engaging a team representing the Tees-side Chess Association. Play started at five and finished at 10 p.m., at which time one game was still in progress. This position was submitted to Mr. Jas. Mason for adjudication, the result making the final score 13 to 8 in favour of Newcastle. Messrs. F. Downey and J. Birks met at board No. 1 and drew their game. During the course of the match there was an adjournment for dinner. Dr. Clark Newton presided and welcomed the visitors, on whose behalf Mr. Jas. Birks suitably responded.

The score in the correspondence match now proceeding between Newcastle and Perth is at present 19 to 6 in favour of Newcastle.

The All-Russian Masters' Tourney at Moscow ended on January 27th, with the following result:—First prize, 500 roubles, Tchigorin, with $16\frac{1}{2}$ points; second prize, 350 roubles, Schiffers, 14 points; third prize, 275 roubles, Janowski, $13\frac{1}{2}$ points; fourth prize, 200 roubles, Gontscharrow, $12\frac{1}{2}$ points; fifth prize, 125 roubles, Nenarokow, 11 points; sixth prize, 75 roubles, Grigorjew, $10\frac{1}{2}$ points; seventh prize, 50 roubles, Frankel, $9\frac{1}{2}$ points; eighth prize, 25 roubles, divided between Kulomsin, Lebedew, and Scharow, who scored 9 points. We did not know before that there were so many Masters in Russia, and the names of some of them we hear now for the first time. We, however, congratulate M. Schiffers on being able to win the second prize after such an illness as he has lately gone through, and condole with M. Lebedew, the St. Petersburg player, in not obtaining a higher place. Another Russian National Tourney was to be held at St. Petersburg, beginning on February 25th, of which at present we have no particulars.

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Kent News.—The Town Hall, Tunbridge Wells, was the scene on Saturday evening, March 9th, of a match (53 a-side) between Hastings and West Kent, the result being a victory for the Hastings team by 29½ to 23½. The first five boards resulted as under, while the last fifteen boards showed the startling preponderance of 12 to 3 in favour of the winning side.

HASTINGS.		WEST KENT.	
Mr. S. M. Friedberger	1	Mr. Evan Creswell	0
Mr. H. F. Cheshire	½	Mr. E. L. Raymond	½
Mr. F. W. Womersley	½	Mr. G. A. Felce	½
Mr. G. Shories	0	Mr. H. Storr-Best	1
Mr. H. E. Dobell	0	Mr. C. Chapman	1

A Dumb Consultation Tournament, that is two players on each side who have to move *without* consulting in alternation, has recently been played at the Maidstone Church Institute Chess Club, and the final round resulted in Messrs. J. H. C. Malins and C. E. Buss (first prize) beating Messrs. C. G. Winterton and H. Stanford (second prize).

Chess in Scotland.—The chief results in the Scottish Chess Clubs are now beginning to come out.

The West of Scotland Championship has been won by Mr. J. R. Longwill, and as this is the third year in succession that he has won it, the cup now becomes his property.

Mr. John Russell has won the Championship of the Glasgow Chess Club, Mr. W. N. Walker the Championship of the Dundee Chess Club, Mr. J. G. Thompson the Championship of the Edinburgh Chess Club, and Mr. Hugh Brown the Championship of the Burns Chess Club.

The Dundee Club Handicap has been won by Mr. F. A. St. John (Class II.) and the 'Spence' Silver Queen (for Class III. and lower) has been won by Mr. R. J. Bruce.

The Handicap in the Edinburgh Club has been won by Mr. W. M. Whitelaw, the popular sec. of the club, and in the Burns Club by Mr. Jonas.

The Handicaps in Glasgow Chess Club have not yet been decided, nor have the final results in the Hillhead Club been announced yet.

The Edinburgh Club is at present engaged in a correspondence match with the Liverpool Chess Club.

The Stirling Club has closed its fixtures for the season, having played no less than 14 matches, which is the record for Scotland. Total results, 65½ games won, 66½ lost.

The Glasgow Chess Club played the second match of the season against the Burns Chess Club, on the 5th March. The teams numbered 20 a side, and special efforts had been made by both clubs to bring forward their best players. The result was a dead draw, 10 each, and as far as we could judge this was about a true index of the actual strength. There is keen rivalry between these two clubs, but there is also the most friendly feeling, and undoubtedly the rise of the Burns Club lately has been of great benefit to chess generally by bringing in a large number of old and young players who might otherwise have been lost sight of.

The Spens Memorial Cup for competition among the junior clubs has been selected by the committee. It will be supplied by Messrs. W. & W. Logan, goldsmiths, Glasgow, and consists of a copy of the famous Monteith

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Cup. It contains 115 ozs. of solid silver, and is altogether a very rich and handsome trophy in the form of a large silver bowl standing upon an ebony pedestal.

Aberdeen *v.* Dundee.—The seventh annual match between the members of the Abereeen and Dundee Chess Clubs took place in the rooms of the Dundee Chess Club, Whitehall Crescent, on March 3rd. The result was 6 games for Dundee, to 4 for Aberdeen.

Southern Counties' Championship.—The match between Gloucestershire and Wiltshire, in the Western section of the S.C.C.U. competition, to decide which of the counties should contest in the final round, was played on Saturday, March 9th, at the Imperial Hotel, Clifton, Bristol. Both counties had defeated Somerset, and Wilts had shown such improved form that a hard struggle was expected. Play started at 4-15 p.m., and finished at 8-15 p.m., when the unfinished games were adjudicated. The first game concluded was that at board 5, the moves of which were as follows:—

GAME NO. 2,005. *Centre Counter Game.*

WHITE. Mr. H. M. PRIDEAUX, *Gloucester.*	BLACK. Rev. J. F. WELSH, *Wilts.*
1 P—K 4	1 P—Q 4
2 P × P	2 Q × P
3 Kt—Q B 3	3 Q—Q sq
4 B—B 4	4 P—Q B 3
5 P—Q 4	5 Q—B 2
6 P—K B 4	6 Kt—B 3
7 Kt—K B 3	7 B—Kt 5
8 B × P ch	8 K × B
9 Kt—K 5 ch	9 Q × Kt ch
10 Q P × Q	10 B × Q
11 K × B	11 Kt—Q 4
12 Kt—K 4	12 P—K R 3
13 R—K sq	13 P—K 3
14 P—Q B 4	14 Kt—B 2
15 Kt—Q 6 ch	15 B × Kt
16 P × B	16 R—Q sq
17 P—Q B 5	17 Q Kt—R 3
18 B—K 2	18 Kt—Q 4
19 P—Q Kt 4	19 P—Q Kt 3
20 Q R—B sq	20 Q Kt × Kt P
21 B × Kt	21 Kt × B
22 R—B 4	22 P × P
23 Resigns.	

This success was followed by others, and the score was soon 3½ to 1½ in favour of Wilts, but after this the Gloucestershire players forged to the front, and finally won by 10 to 6. The proceedings terminated with a proper appreciation of the services rendered by Mr. George Harding, the hon. secretary of the G.C.C.A., and the usual congratulations from the presidents, Mr. C. J. Woodrow (Wilts) and Mr. W. Hall (Gloucester). Full score:—

GLOUCESTERSHIRE.		WILTSHIRE.	
Mr. N. Fedden	½	Rev. Gordon Ross	½
Mr. G. G. Parnall	*1	Mr. A. Rumboll	*0
Mr. F. Hutchins	*½	Rev. J. E. T. Chatto	*½
Mr. H. H. Davis	0	Mr. C. A. Plaister	1
Mr. H. M. Prideaux	0	Rev. J. F. Welsh	1
Mr. R. J. Webb	*1	Col. Law	*0
Mr. J. Templar	1	Rev. R. E. Coles	0
Dr. Mason	*½	Mr. A. Schomberg	*½
Mr. H. E. Norris	1	Mr. R. S. Baker	0
Mr. R. F. Ridd	½	Mr. C. J. Woodrow	½
Mr. W. Hall	½	Mr. F. Sutton	½

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Mr. A. Axtell	0	Mr. J. C. Plaister	1
Mr. A. T. Perry	1	Mr. A. Watson	0
Mr. H. G. Barnes	½	Mr. W. H. Margrie...	½
Mr. T. J. Edwards	1	Mr. E. Fear Hill	0
Mr. J. L. Daniell	1	Mr. W. G. Borrodaile	0
	10		6

* Adjudicated.

LONDON CHESS.—The latest score of the City of London Championship is as follows:—T. F. Lawrence, won 15, lost 0, drawn 2; H. S. Barlow, T. Physick, E. O. Jones, and A. Curnock to play. Herbert Jacobs, won 14, lost 2, drawn 3; T. Physick and H. W. Trenchard to play. E. O. Jones, won 13, lost 3, drawn 1; T. F. Lawrence and T. Physick to play, and two adjourned games, both lost positions. W. Ward, won 13, lost 3, drawn 3; C. J. Woon and H. W. Trenchard to play. Dr. S. F. Smith, won 14, lost 5, drawn 2. A. Curnock, won 11, lost 3, drawn 4; T. F. Lawrence, E. B. Schwann, and C. W. Hopper to play. H. S. Barlow, won 10, lost 5, drawn 4; T. F. Lawrence and E. O. Jones (adjourned game) to play. T. B. Girdlestone, won 11, lost 7, drawn 3.

RESULTS OF LEAGUE MATCHES.

February	26	Battersea	10½	... ...	Insurance	9½.
,,	27	Athenæum	10½	... ...	North London	9½.
,,	28	Hampstead	13½	... ...	West London	6½.
,,	28	Metropolitan	11	... ..	Lud-Eagle	9.
March	4	Metropolitan	14½	... ...	East London	5½.
,,	6	Athenæum	11½	... ...	Insurance	8½.
,,	7	Lud-Eagle	13½	... ...	West London	6½.
,,	7	Battersea	15½	... ...	Lee	4½.
,,	7	Lud-Eagle	13½	... ...	West London	6½.
,,	7	Brixton	10	... ...	Lee	10.
,,	11	Hampstead	12½	.. ...	Lee	7½.
,,	14	Metropolitan	13½	... ...	Insurance	6½.
,,	21	East London	12½	... ...	Brixton	7½.

LONDON CHESS LEAGUE SCORE, 1900-1.

"A" DIVISION.

		1	2	3	4	5	6	7	8	9	10	11
Athenæum	1	—	1	1	1	½	1	1	0	1	1	½
Battersea	2	0	—	1	1	0	1	1	0		0	½
Brixton	3	0	0	—	0	0		½	0	0	0	0
East London	4	0	0	1	—	1	0	1	0	0	0	1
Hampstead	5	½	1	1	0	—	*	1	0	½	0	1
Insurance	6	0	0		1	*	—	1	0	0	0	1
Lee	7	0	0	½	0	0	0	—	0	0	0	0
Lud-Eagle	8	1	1	1	1	1	1	1	—	0	1	1
Metropolitan	9	0		1	1	½	1	1	1	—	½	1
North London	10	0	1	1	1	1	1	1	0	½	—	1
West London	11	½	½	1	0	0	0	1	0	0	0	—

* The result of the match between Hampstead and Insurance, played December 10th, is not yet settled, there being one game left for consideration by the Committee, and the result of the match is dependent on the action of the Committee.

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In the "C" Division the winner is Clapham, with 8 out of 9; whilst Polytechnic is 6½ out of 8, and 1 to play.

All the Matches in the "Early Hour" Division have been played, the winner being Forest Gate, 4½ out of 5.

Next month we shall give complete tabulated records of each division.

The match season at the Willis Street Club has just been brought to a close, and the results are 5 wins, 3 draws, and 10 losses, the game scores being 59½ to 82½. P. Argent, who played on the 5th board, has the best average with 8½ to 5½. The boys are not at all discouraged by losing so many matches, many of which were beyond their strength. One of the drawn matches was 5 to 5, against Metropolitan 3rd. Mr. Rodney, the Warden, writes: 38 new boys have been taught to play chess since last September, and there has been more chess played in the Club this winter than in any former season. The competition in the "C" Division of the London League has been stronger this season in consequence of the "B" Division having been abandoned, and there is no doubt that it is a severe ordeal for a boys' team, but it keeps up our standard, and we hope to go on with it in spite of many losses.

Surrey Trophy Contest.—The Battersea Club has won all its matches in the competition by defeating the other five clubs, and retains possession of the Surrey Trophy for another year. The matches played during March were:—March 5th, Battersea 7½, Thornton Heath 4½; 19th, Battersea 11½, South Norwood ½.

Yorkshire.—The present season's contests for the Woodhouse Challenge Cup, for Major clubs, and the *Bradford Observer* Trophy, for Minor clubs, were brought to a conclusion during the past month, and ended in the success of the Leeds and York Clubs. Appended are complete tabulated records.

WOODHOUSE CUP CONTEST.

	Matches.				Games.			
	Played.	W.	L.	D.	W.	L.	D.	Points.
Leeds	8 ...	7	1	0 ...	34	21	25 ...	14
Bradford	8 ...	6	1	1 ...	27	17	26 ...	13
Huddersfield	8 ...	2	4	2 ...	13	35	12 ...	6
Hull	8 ...	2	6	0 ...	21	17	22 ...	4
Sheffield	8 ...	1	6	1 ...	16	23	11 ...	3

Sheffield lost by default against Bradford and Huddersfield; Hull scratched to Huddersfield and Sheffield. Mr. J. A. Woollard, the secretary of the Yorkshire Association, comments as follows on the result:—"Whilst the Leeds men have done many brilliant things, and have only lost one match to Bradford, it must be admitted that they have been favoured with an abnormal amount of luck. Bradford had the misfortune to suffer from a proved error of judgment in the adjudication of a game in their first match with Huddersfield, whereby they lost half a point in the competition, and this unfortunate result has sufficed to demolish the result of three years' hard work and deprive them of the ownership of the cup, to which it cannot be denied their play during the period has fully entitled them."

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"BRADFORD OBSERVER" TROPHY.

	Matches.				Games.			
	Played.	W.	L.	D.	W.	L.	D.	Points.
York	8	6	1	1	30	14	20	13
Leeds Blenheim	8	5	2	1	32	21	11	11
Leeds Second	8	4	4	0	16	25	7	8
Farsley	8	3	5	0	20	24	11	6
Crossgates	8	1	7	0	15	29	11	2

We congratulate the members of the York Club on the success which has attended their efforts. The club meets twice a week, and for the past four years has had an average weekly attendance of over 30 players. It has competed for the Minor Trophy each year since 1896, and during that period over 60 matches have been contested. It has a "Staunton Knight" Trophy in its annual Handicap Tournament, and a Cup for competition by the best players, also an annual prize for good play in matches. Its officials organised a 35 a-side match in York, in January, 1899, of North and East Ridings *versus* West Riding of the County. In April of the same year the club entertained the County Association on the occasion of the Association annual meeting. It also undertook all the local arrangements in York for the match Northern Counties *v.* Midland Counties, and was specially thanked for the organising power it showed in connection with these three important functions. The present season has been a most successful one in match play, as out of ten contested engagements 9 have been won, and we heartily congratulate the hon. secretary, Mr. O. C. B. Brown, on this brilliant record, which rebuts completely the statement made in the *Yorkshire Weekly Post* last October, that the winning of the Trophy would give a "much needed" fillip to chess in the City.

The Trophy presented to the Huddersfield and District Chess Association by Mr. John Watkinson, to encourage play among local clubs, has been won for the third time by the Holmfirth Club, whose property the Trophy now becomes, and to whose representatives it was presented on March 14th. Mr. Watkinson has generously given the Association another Trophy for future competition, and the committee will formulate such rules as experience has suggested will lead to increased activity among the clubs in the Huddersfield district.

North *v.* South Correspondence Match.—At the time we go to press, 16 games are in progress, and the scores are as follows: South 48, North 36.

Northern Counties Individual Championship.—The position from the game Musgrove *v.* Marriott, quoted at page 101 of our last issue, was declared by Dr. Lasker to be a draw, and at a subsequent meeting, in Manchester, Mr. Marriott was successful in winning the tie. He also met the Cumberland champion, Mr. Hugh Doyle, at Leeds, on March 23rd, and after nearly four hours' play the game was adjourned. The game in the tie between Messrs. F. Downey (Northumberland) and Mr. J. Wilson, M.A. (Lincolnshire), will probably be played at Harrogate, on April 14th.

Northern Counties' Championship: Yorkshire *v.* Lancashire.—This interesting event, which has been looked forward to with great interest by Northern chess players, was contested at the Hotel Metropole, King Street,

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Leeds, on Saturday, March 23rd, and resulted, after an exceedingly pleasant encounter of four hours' duration, 4 to 8 p.m., in the victory of Lancashire by 16½ to 8½ games. The match was the deciding contest in the present season's competition for the championship of the Northern Counties' Union, and the honour of holding for the ensuing year the Trophy presented to the Union by Mr. A. E. Moore, of Manchester. In the previous round Lancashire defeated Cheshire, and Cumberland being unable to raise a team Yorkshire gained entry to the final without effort. The match under notice was the tenth meeting of the counties, but the first under Northern Union rules. The first meeting between the counties took place in 1871, and the result was recorded as a draw owing to the number of unfinished games. The second encounter was contested at Leeds, in 1883, when 79 players were engaged on each side, and Lancashire won easily, a success its representatives again achieved in the third match, played in Manchester during 1884, with 80 players. Yorkshire again lost at Bradford, in 1887, with 50 players a-side, but by 2 games only. The year 1889 saw a reduction of the teams to 20 a-side, but Lancashire was once more successful by 11 to 9 games. In 1890, at Bradford, with teams of 21 a-side, Lancashire won by one game only. From this time to 1898 no matches were contested, but in that year the counties met with 35 a-side, the Yorkshire players suffering defeat by 20 to 15. In 1899, at Huddersfield, the Yorkshiremen were successful, and won the match by 20 to 11—with 31 players. Last year—1900—the match was played in Manchester, with 33 a-side; result, Lancashire 20½, Yorkshire 12½.

The whole of the arrangements for the present match were undertaken by the Leeds Chess Club, and were carried out with a completeness that reflected the highest credit on all concerned; and we must congratulate the acting committee, Messrs. Sumner, Jonas, Rowe, Wildman, and Smith, on a success that we do not think has ever been equalled. After the match the teams were entertained to dinner as guests of the Leeds Club. The company, which numbered 80, included Mr. A. E. Moore, Mr. T. A. Farron (hon. sec. Lancashire Association), Mr. C. Platt (Carlisle), Mr. H. Doyle (Cumberland), Mr. Rhodes Marriott (Cheshire), Mr. Isidor Gunsberg (London), Dr. Lasker (Manchester), and other well-known Northern chess enthusiasts. Mr. S. R. Meredith (president of the Leeds C.C.) presided, and proposed the "Lancashire Chess Association." He thought the better side had won, and that the Yorkshire players would be prepared to own that they had been fairly and squarely beaten on their merits. Mr. Burn responded, and said he was proud to think that Lancashire had won on Yorkshire ground. He said that the team they had brought that day was the strongest that Lancashire had ever placed in the field. There was scarcely a single selected player absent, and he was deeply grateful for the support thus accorded. He thought such matches as this did a great deal of good, and that they should be repeated for many years to come. Mr. A. E. Moore, the donor, then presented the trophy to the winners. He hoped that the trophy would do something to stimulate an interest in chess in the North of England. Mr. Wellington (Liverpool) proposed the "Yorkshire Chess Association." Mr. I. M. Brown (Bradford) replied, and agreed with Mr. Burn as to the pleasure and benefit derived from such

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matches, and cordially thanked Dr. Lasker for his assistance on this occasion in adjudicating the unfinished games, and he also referred to the presence of Mr. Gunsberg. Both Dr. Lasker and Mr. Gunsberg replied, the former wishing prosperity to the Northern Counties Chess Union, and the latter hoping to have opportunities of meeting his Yorkshire friends on future occasions. Full score:—

LANCASHIRE.		YORKSHIRE.	
Dr. J. H. Shaw, Liverpool	*1	Mr. J. Musgrove, Leeds	*0
Mr. A. Burn, Liverpool	1	Mr. J. E. Hall, Bradford	0
Mr. F. C. Carroll, Manchester	0	Mr. W. Atkinson, Hull	1
Mr. A. Dod, Liverpool	0	Mr. F. P. Wildman, Leeds	1
Mr. F. Blake, Manchester	½	Mr. W. P. Turnbull, Sheffield	½
Mr. S. Wellington, Liverpool	½	Mr. J. A. Guy, Bradford	½
Mr. J. P. Kenwick, Manchester Athen.	*1	Mr. F. H. Wright, Wakefield	*0
Mr. F. E. Spedding, Liverpool	*1	Mr. A. Denham, Huddersfield	*0
Rev. W. C. Palmer, Manchester	½	Mr. R. H. Philip, Hull	½
Mr. A. Rutherford, Liverpool	1	Mr. G. H. Harrison, Sheffield	0
Mr. C. H. Wallwork, Manchester	0	Mr. W. G. North, Hull	1
Mr. A. C. Haines, Lancaster	1	Mr. J. A. Woollard, Keighley	0
Mr. V. L. Wahltuch, Ardwick	1	Mr. I. M. Brown, Bradford	0
Mr. J. Cairns, Liverpool	*½	Mr. J. J. Shields, Hull	*½
Mr. M. Holt, Manchester	1	Mr. F. C. Howell, Leeds	0
Mr. P. R. England, Liverpool	½	Mr. T. A. Peck, Sheffield	½
Mr. C. Coates, Manchester	1	Mr. G. Howitt, Bradford	0
Mr. H. E. Gardner, Liverpool	1	Dr. Jackson, Hull	0
Mr. C. A. Brocklesbank, Manchester	1	Mr. C. W. Roberts, Brighouse	0
Mr. S. Keir, Lancaster	½	Mr. F. O. Nelson, York	*½
Mr. J. Hodgson, Manchester	0	Mr. S. R. Meredith, Leeds	1
Mr. D. Powell, Liverpool	0	Mr. J. Jonas, Leeds	1
Mr. F. J. Hamel, Manchester	1	Mr. C. L. Brook, Huddersfield	0
Dr. Holmes	*1	Mr. A. Dawson, Leeds Blenheim	*0
Mr. J. Holmes	*½	Dr. Welch, Farsley	*½
	16½		8½

* Adjudicated by Dr. Lasker.

CHESS MATCH BY TELEPHONE.

CITY OF LONDON CHESS CLUB *v.* BIRMINGHAM CHESS CLUB.

NOT for a very long time have the rooms of the Birmingham Chess Club, at the Midland Institute, presented so animated an appearance as they did on the afternoon and evening of Saturday, March 2nd, when a match by telephone was contested by a strong team of the club against six representative players of the powerful Metropolitan organization. Negotiations for such a match were first opened with the Liverpool C.C., who were compelled, we understand, by a pending change of abode, to reluctantly refuse the challenge. The Birmingham side was headed by the amateur champion, Mr. H. E. Atkins, of Leicester, who, along with Messrs. Bellingham (Dudley) and Sherrard (Stourbridge), as representative Midland players, has within the last year or so been numbered in the ranks of the Institute team. The last of these was unfortunately unable to leave his scholastic duties at Bath sufficiently

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early to be present at 2-30, the time fixed for the commencement of hostilities, and his services had to be dispensed with. Mr. Bridgwater, too, whose name has been a power in the club for many years, was an unavoidable absentee. With these notable exceptions, the side was as good as the club could find, the last four boards being manned by Messrs. Hollins, Wilmot, Mackenzie, and Lewis. Opposed to them were five out of the six leaders in the current championship tourney of the City Club, viz., Messrs. Lawrence (who maintains in most remarkable manner his unbeaten record), Herbert Jacobs, W. Ward, E. O Jones, and H. S. Barlow, the remaining member of the team being Mr. S. Passmore, who has recently been playing a match with Mr. Teichmann. Arrangements were made for direct telephonic connection between the two apartments wherein the play proceeded, and communication was facilitated by the presence of expert operators possessing a knowledge of chess. The pairing of the players, with their scores, was as follows :—

CITY OF LONDON C.C.		BIRMINGHAM C.C.	
Mr. T. F. Lawrence	½	Mr. H. E. Atkins	½
Mr. Herbert Jacobs	1	Mr. G. E. H. Bellingham	0
Mr. W. Ward	1	Mr. F. Hollins	0
Mr. E. O. Jones	0	Mr. B. D. Wilmot	1
Mr. S. Passmore	*1	Mr. A. J. Mackenzie	*0
Mr. H. S. Barlow	0	Mr. C. F. Lewis	1
	3½		2½

* Adjudicated by Mr. Blackburne.

Board 1.—A very steady, accurately-played, and up-to-date Ruy Lopez was the game played at Board 1, Mr. Lawrence having the attack. On his 18th move Black was at length able to advance ... P—Q 4, and something approaching equality began to appear, a draw being agreed to after 31 moves. The *partie* would only interest post-graduates in the Spanish game.

Board 2.—The game of the match, Mr. Jacobs carrying through one of his well-known characteristic dashing attacks in the highest style, and scoring a remarkable victory in 18 moves.

GAME No. 2,006. *Dutch Defence.*

WHITE. Mr. BELLINGHAM.	BLACK. Mr. JACOBS.
1 P—Q 4	1 P—K B 4
2 P—Q B 4	2 Kt—K B 3
3 Kt—Q B 3	3 P—K 3
4 P—K 3	4 P—Q Kt 3
5 B—Q 3	5 B—Kt 2
6 P—B 3	6 B—Q 3
7 K Kt—K 2 ?	
Better would have been Kt—R 3.	
	7 Kt—R 4
8 Castles	
It was over bold policy to Castle in the face of such a multitude of threats.	
	8 Q—R 5
9 P—K B 4	9 P—K Kt 4
10 Kt—Kt 5	
White was anxious to shut off one of the Bishops, but misjudged their comparative strength. P—Q 5, to block the Q B, would have been better.	
	10 R—Kt sq
11 Kt × B ch	11 P × Kt
12 R—B 2	12 Kt—K B 3
13 P—K R 3	13 P—Kt 5
14 P—Kt 3	14 P × P
15 P—Q 5	15 R × P ch
16 Kt × R	16 Q × Kt ch
17 K—B sq	17 Kt—Kt 5
18 Resigns.	

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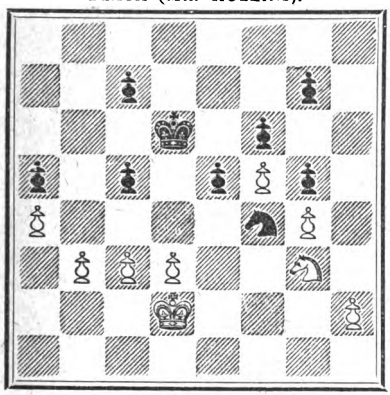
Board 3.—Mr. Hollins declined the King's Gambit in far from orthodox fashion; but no very serious results followed, and a perfectly even game progressed for some 50 moves. The Birmingham player then began to weaken, and at move 54, when play stopped, he had a lost game. The closing moves were:—

BLACK (MR. HOLLINS).



WHITE (MR. WARD).

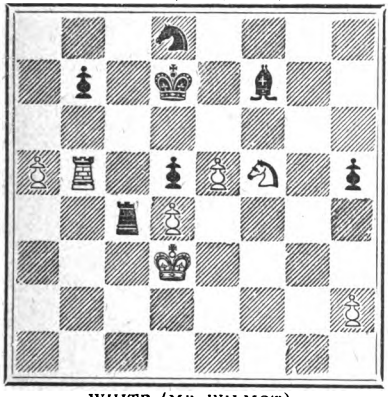
WHITE.	BLACK.
46 Kt—R 5	46 Kt × Kt
47 P × Kt	47 K—B 3
48 K—K 3	48 K—Q 4
49 P—R 3	49 K—Q 3
50 K—K 4	50 K—B 3
51 P—Q 4	51 B P × P
52 P × P	52 P × P
53 K × P	53 K—Q 3
54 K—B 4	

Here play ceased, and though it was at first intended to send the position for adjudication, the Birmingham Club soon abandoned the idea. White wins without difficulty.

Board 4 was a lively up and down game, a French Defence. Mr. Wilmot made a doubtful sacrifice, which gave him two passed Pawns, though he soon threw one of them away. He was almost on the point of resigning, when the Londoner began to exhibit signs of weakness. A succession of inferior moves on the latter's part clean threw away a won game. An interesting stage was as follows.

Here Black conceived the notion of winning the two centre Pawns for the Q Kt P, and played 46..., Kt—B 3 ?, intending, if White replies 47 R × P ch, K—K 3; 48 Kt moves, R × P ch, &c. He overlooked, until the Kt P had gone, that if ... K—K 3, then Kt—Kt 7 mate !.

BLACK (MR. JONES).



WHITE (MR WILMOT).

The concluding moves were:—

WHITE.	BLACK.
46 ——	46 Kt—B 3
47 R × P ch	47 K—Q sq
48 R × B	48 R × P ch
49 Kt × R	49 Kt × P ch
50 K—B 3	50 Kt × R
51 K—Kt 4	51 K—B 2
52 K—B 5	52 K—Kt 2
53 K × P	53 K—R 3
54 K—K 6	54 Kt—R 3
55 Kt—Kt 3	55 P—R 5
56 P—R 3	56 K—Kt 4
57 K—B 6	57 K—R 3
58 K—Kt 5, and wins.	

Board 5 was a Sicilian Defence. White won a Pawn, but had great difficulty in breaking in, and rather compromised his position in the attempt.

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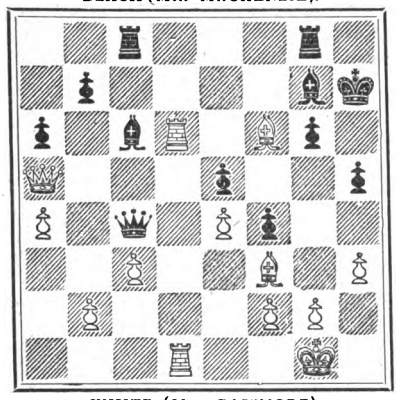
It was thought Black missed a win about the stage shown, whence the play proceeded :—

BLACK (MR. MACKENZIE).



WHITE (MR. PASSMORE).

WHITE.	BLACK.
28 ——	28 B × R P
29 R(Q sq)—Q 2	29 R—B 4
30 B—K 2	30 Q × B
31 Q × R	31 Q × K P

Instead Black could have won a piece by 31..., Q—K 8 ch ; 32 K—R 2, B × B ; but White can then draw by 33 R × B, Q × R ; 34 R—B 7 ch, followed by Q—K 7, and perpetual check is forced.

A difficult ending ensued, two Rooks and Bishop *v.* two Bishops and Rook, which was finally adjudicated by Mr. Blackburne in favour of Mr. Passmore.

Board 6 was an interesting game, which is given in full.

GAME No. 2,007.

Ponziani Game.

WHITE. Mr. C. F. LEWIS.	BLACK. Mr. H. S. BARLOW.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 P—B 3	3 Kt—B 3
4 P—Q 4	4 K Kt × P
5 P—Q 5	5 Kt—Kt sq
6 B—Q 3	6 Kt—K B 3
7 Kt × P	7 P—Q 3
8 Kt—B 3	8 B—Q 2
9 P—B 4	9 B—K 2
10 Castles	10 Castles
11 B—K 3	11 P—B 3
12 Kt—B 3	12 B—Kt 5
13 Kt—K 2	13 B × Kt
14 P × B	14 Q Kt—Q 2
15 Kt—Kt 3	15 Kt—K 4
16 P × P	16 P × P
17 B—K 2	17 Q—Q 2
18 K—R sq	18 Q—R 6
19 R—K Kt sq	19 P—Q 4
20 Q—B 2	20 K R—Q sq
21 Q—B 5	21 Q × Q
22 Kt × Q	22 Kt—Kt 3
23 R × Kt	23 R P × Kt
24 Kt × B ch	24 K—R 2
25 Kt × B P	25 R—Q 3
26 Kt—K 5	26 K—Kt sq
27 P—B 5	27 R—K 3
28 B—Q 4	28 Kt—R 4
29 B—B sq	29 Kt—B 5
30 Kt—Q 3	30 Kt—K 7
31 B × Kt	31 R × B
32 B—K 3	32 P—B 3
33 P—K R 4	33 K—B 2
34 K—Kt 2	34 R—B 7
35 R—Q B sq	35 R × R
36 Kt × R	36 K—K 3
37 Kt—Q 3	37 K—B 4
38 P—Kt 4	38 R—Q B sq
39 P—Kt 5	39 P—Q 5
40 B—B 4	40 K—K 3
41 B—Q 6	41 K—Q 2
42 K—B sq	42 R—K R sq
43 B—Kt 3	43 P—Kt 4
44 P—B 6 ch	44 K—B sq
45 P × P	45 R—R 8 ch
46 K—K 2	46 R—Q Kt 8
47 P—R 4	47 P—R 3
48 P × RP	48 R—Kt 3
49 Kt—B 5	49 Resigns.

REMARKS.—Black's opening of the K Kt's file was done precipitately, and he probably expected to weather the attack on the open file and obtain a winning Pawn ending. Mr. Lewis, however, outplayed him and won two pieces for Rook, following this up by winning a Pawn. White played the ending very carefully and scientifically, and thoroughly deserved his win.

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The arrangements at Birmingham were superintended by Mr. A. H. Griffiths, J.P., the president of the club, on whose initiative this interesting encounter was principally arranged. It was so successful that it will probably not be the last of its kind in which the Birmingham Club takes part.

The following games were played in the recent Tournament at Monte Carlo.

GAME No. 2,008.

Score and Notes from *Manchester Evening News*.

NOTES BY DR. LASKER.

	WHITE. Mr. J. H. BLACKBURNE.	BLACK. Herr J. MIESES.
1	P—Q B 4	1 P—Q 4

.....P—K 3, followed by P—Q 4, would be the correct way of development. As he plays, Black uselessly loses several moves.

2	P × P	2 Q × P
3	Kt—Q B 3	3 Q—Q sq
4	P—K Kt 3	

P—Q 4 would lead to book variations. The development chosen by the veteran is ingenious. It enables his Bishop to exert a very lasting pressure on the centre and Black Q side, and seems to be well worth the loss of a move.

		4 P—K 4
5	B—Kt 2	5 P—Q B 3

.....Unresistingly yielding to the pressure. B—Q B 4, followed by Kt—Q B 3, and as bold and attacking a game, principally with Pieces, as possible, was the proper policy.

6	Kt—B 3	6 B—Q 3
7	P—Q 4	

White's strategy is to constantly keep his opponent busy, without giving him time for development.

		7 P × P
8	Q × P	8 B—K 2
9	Q—Q R 4	9 Kt—B 3
10	Castles	10 Castles
11	R—Q sq	11 Q—Kt 3
12	Q—B 2	12 Kt—R 3
13	P—Q R 3	13 Q—R 4
14	B—Kt 5	14 B—K B 4
15	P—K 4	15 B—K Kt 5

.....The Bishop ought to retire to Kt 3. Even then White might advance his Pawns in front of his Pieces and damage Black's position. But Black would have had the opportunity for fighting it out. As it is, his game becomes immediately disorganised by the advance of the K P.

16	P—Kt 4	

This initiates the final attack, carried through in splendid style. White's 18th is especially brilliant and vigorous.

		16 Q—B 2
17	P—K 5	17 Kt—K sq
18	Kt—Kt 5 !	

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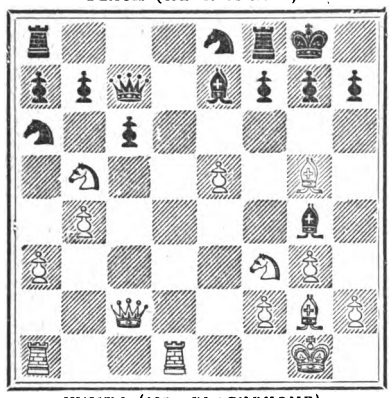
Position after White's 18th move:—

Kt—Kt 5!

BLACK (HERR MIESES).



WHITE (MR. BLACKBURNE).

		18 P × Kt
19	Q × Q	19 K Kt × Q
20	B × B	20 K R—K sq
21	B—Q 6	21 Q R—Q sq
22	P—R 3	22 B—Q 2
23	Kt—Q 4	23 B—B sq
24	Q R—B sq	24 R—Q 2
25	B—B sq	25 K R—Q sq
26	Kt × P	26 P—K Kt 3
27	B—K 2	

White might have safely played Kt × P, but prefers the more forcing variation of the text, which threatens Kt × Kt, &c.

		27 Kt—K 3
28	Kt—Q 4	28 Kt × Kt
29	R × Kt	29 Kt—Kt sq
30	B—Kt 4	30 P—B 4
31	P × P *e.p.*	31 R × B
32	R × R	32 Resigns.

GAME No. 2,009.

Score and Notes from *Manchester Evening News*.

French Defence.

NOTES BY DR. LASKER.

WHITE. Herr J. MIESES.		BLACK. Mr. J. MASON.
1	P—K 4	1 P—K 3
2	P—Q 4	2 P—Q 4
3	P × P	3 P × P
4	B—K 3	4 Kt—K B 3
5	B—Q 3	5 B—Q 3
6	Kt—Q B 3	6 P—B 3

.....A pure loss of time. Castling followed by R—K square would have been better.

7	Q—Q 2	7 Q—K 2
8	Castles Q R	8 Kt—R 3
9	R—K sq	9 B—K 3
10	B—K Kt 5	

Black's development was too slow. White's pieces are now excellently placed, and immediately engage the defence. White threatens already very strongly P—K B 4.

		10 P—K R 3
11	B—R 4	11 P—K Kt 4

.....This manœuvre weakens the Black K side, but it was forced by the threat mentioned in previous note.

12	B—Kt 3	12 Kt—B 2
13	Kt—B 3	13 Kt—Q 2
14	Kt—K 5	

Here P—K R 4 was in our opinion the stronger continuation of the attack.

		14 B × Kt
15	B × B	15 Kt × B
16	R × Kt	16 Castles Q R

.....Q—Kt 5 first was far preferable. If then Kt—K 2, Black might exchange Queens and draw the ending.

17	Kt—R 4	17 P—Kt 3
18	P—R 4	18 P—B 3
19	R—K 3	19 Q—Q 3
20	P—Q Kt 4	

To prevent the advance of the Q B P.

		20 K—Kt 2

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.....A perfectly useless manœuvre. The King is much safer at B sq. Why not B—Q 2, followed by Q R—K sq?

21	Q—B 3	21 Q—B 5
22	K—Kt sq	22 P × P
23	K—R sq	23 B—Q 2
24	R—Q Kt sq	24 Kt—K 3
25	B—R 6 ch	

Position after White's 25th move :—

B—R 6 ch.

BLACK (MR. MASON).

WHITE (HERR MIESES).

Very pretty. If K—R sq, then Kt—B 5; P × Kt, Kt P × P, and nothing can prevent the mate.

		25 K—B 2
26	Kt—B 5	26 Kt × Kt

....After P × Kt, Kt P × P, the attack of White would evidently become overwhelming.

27	Kt P × Kt	27 R—Q Kt sq
28	R—B 3	

White's plan is to seize the long black file, K R 2—Kt 8, with his Queen. It is an admirable conception and well executed.

		28 Q—Kt 4
29	Q—K sq	29 Q—Kt 5
30	R—Q sq	30 Q R—K sq
31	Q—R sq	31 K—Q sq
32	Q—R 2	32 P × P
33	Q—Q 6	

Again very pretty play! White recognises that this is not a moment to consider the value of Pawns. His threat now is R—Q Kt 3 or Q Kt sq.

		33 Q—K 3
34	Q × P (B 5)	34 B—B sq
35	B × B	35 Q × B
36	R × P	36 R—K 3
37	R—B 7	37 K—K sq
38	Q × R P	38 R—B sq
39	R—Q Kt 7	

The White attack initiated after Black had fallen into a trap with his 24th move. From that point the play of White was consistently elegant and strong.

39 Resigns.

GAME No. 2,010.

Queen's Gambit Declined.

NOTES BY JAS. MASON.

WHITE. Herr SCHLECHTER.		BLACK. Mr. GUNSBERG.	
1	P—Q 4	1	P—Q 4
2	P—Q B 4	2	P—Q B 3?
3	Kt—Q B 3	3	P—K 3
4	Kt—B 3	4	B—Q 3

....In varying the ordinary procedure as he does, Mr. Gunsberg knowingly risks considerable opening disadvantage. But, then, he was playing for a prize; and nothing venture, nothing win, — especially against such an altogether steady and powerful opponent as Herr Schlechter.

This and several other games in the tournament may be looked upon as strong evidence that the splitting of a draw into quarters, and the valuation of a win at one or only one-half (as chance determines), has little or nothing in its favour. It leaves the enterprising player no working margin; while the drawing master's withers are unwrung! Or it *will* be (if this "system" continues): Those who draw, draw all the more; and many draw, who never drew before. But this *is* a digression.

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5	P—K 4	5 P × K P
6	Kt × P	6 B—K 2

.....Now it is easy to see that the Bishop should have been posted here as usual; and after the King Knight had taken the field—also as usual. Owing to time lost, Black is speedily reduced to very narrow defence, even involving as it were a dangerous change of front, and is never able to come upon anything like even terms with his adversary.

7	B—Q 3	7 Kt—B 3
8	Castles	8 Kt × Kt
9	B × Kt	9 Kt—Q 2
10	Q—K 2	10 Kt—B 3
11	B—B 2	11 Castles
12	B—Q 2	12 R—K sq
13	Q R—Q sq	13 P—K Kt 3
14	B—B 3	

.....In point of aggessive power, the contrast between the parties is remarkable. White is free to shape his attack almost irrespective of hostile demonstration; whereas Black can do no better than act in a sort of anticipative defence,—patiently awaiting developments.

		14 B—B sq
15	Kt—K 5	15 B—Kt 2
16	P—B 4	16 Kt—Q 2
17	R—B 3	17 Kt—B sq
18	R—Kt 3	18 Q—K 2

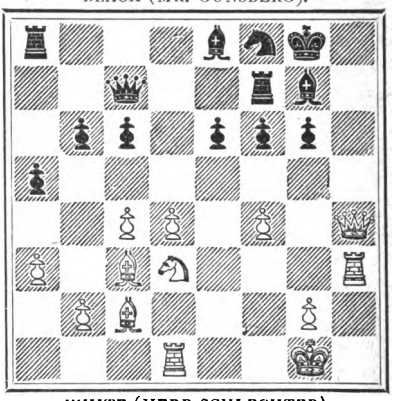
.....In the light of what immediately follows, 18..., Q—B 2 would be preferable. White would somehow advance his King Rook Pawn, if he thought he would, despite all efforts to prevent him; and so one of the Queen's moves about here could be spared. But whether or not the Queen should move anywhere, for the time being, is a question.

19	P—Q R 3	19 P—Q R 4
20	Q—K sq	20 Q—B 2
21	P—K R 4	21 P—B 3
22	Kt—Q 3	22 R—K 2
23	P—R 5	23 B—Q 2
24	P × P	24 P × P
25	Q—B 2	25 B—K sq
26	R—R 3	26 P—Kt 3
27	Q—R 4	27 R—B 2

Position after Black's 27th move:—

R—B 2.

BLACK (MR. GUNSBERG).



WHITE (HERR SCHLECHTER).

28 P—Q 5

In consequence of this, White brings all his available force to bear, and the defence fails completely. For Black, the Rook at B 2 is where the Queen ought to be; and a striking feature of the position is, that were he to play ..., P—K B 4?, any time up to 33, he would lay himself open to mate in two, viz., Q—R 8+!, &c. This stage of the contest excited a great deal of interest among a large circle of spectators, including Baron Albert de Rothschild, and many other distinguished amateurs.

		28 K P × P
29	P × P	29 P × P
30	Kt—B 2	30 R—Q sq
31	Kt—Kt 4	31 R—Q 3

.....If 31..., Q × P?; 32 R—K B sq. &c., obviously enough, there would be no improvement. For example (continuing this), 32 .., Q—Kt 4?; 33 Kt × P+!, winning Queen; or (if) 33..., B × Kt; 34 R—R 8+!, and mate as aforesaid.

32	B—Kt 3	32 B—B 3
33	Q R—Q 3	33 Q—Q sq
34	P—B 5!	34 P—K Kt 4

.....Or 34..., P × P; 35 Kt—K 3, &c., good for White. But there would be little to fear from 35 Kt—R 6+, B × Kt; because the King could be got to R sq, and the Knight to R 2, with a tolerable defence.

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35	Q—R 5	35 B—K sq ?
36	Kt—K 3	36 R (B 2)—Q 2

.....Black's 35..., B—K sq turns out badly. The Bishop was wanted in support of the Queen Pawn; precluding at least the brilliant manœuvres now ensuing.

37	Kt × P !	37 R × Kt

....Suppose 37..., B × Q ?, then 38 Kt × B P +, K—R sq ; 39 R × B +, B—R 3; 40 R × B +, K—Kt 2; 41 Kt—K 8 +, K × R; 42 R—R 3, mate ! As it is, Black suffers decisive loss of force; and wastes no energy in prolonging a vain opposition.

38	R × R	38 B—B 2
39	R × R	39 Q × R
40	R—Q 3 !	40 B × B
41	R × Q	41 Kt × R
42	Q—K 8 ch	42 Kt—B sq
43	Q—B sq	43 Kt—R 2
44	P—R 4	44 Resigns.

GAME No. 2,011.

Ponziani Opening.

NOTES BY JAS. MASON.

WHITE. M. TSCHIGORIN.	BLACK. M. JANOWSKI.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 P—B 3	3 Kt—B 3

.....Safe and good. But the more favoured 3..., P—Q 4, makes a livelier game.

4 P—Q 4	4 Kt × K P
5 P—Q 5	5 Kt—Kt sq !
6 B—Q 3	6 Kt—B 4
7 Kt × P	7 Kt × B ch
8 Kt × Kt	8 B—K 2
9 Castles	9 Castles
10 P—Q B 4	

The Queen Knight may be brought out *viâ* Q 2, with no less advantage. The Queen Pawn is all right without this support; which itself calls for support a little later. M. Tschigorin leaves the beaten track, but finds no better way.

	10 P—Q 3
11 Kt—B 3	11 Kt—Q 2
12 R—K sq	12 R—K sq
13 B—B 4	13 Kt—Kt 3
14 P—Q Kt 3	14 B—B 4
15 Q—Q 2	15 Kt—Q 2

.....This Knight does Black some good service; better than it would had White lost no time with his Pawns.

16 Q R—B sq

The Russian champion was in poor form on the present occasion; so that here and there he actually succeeds in "muddling himself up like a Briton." Here is more loss of time, evidently. Black would not exchange his Bishops for the Knights—for he *had* the opportunity; therefore this move of the Rook is practically useless — as the sequel proves.

	16 Kt—B sq
17 R—K 2	17 Kt—Kt 3
18 B—Kt 3	18 P—K R 4

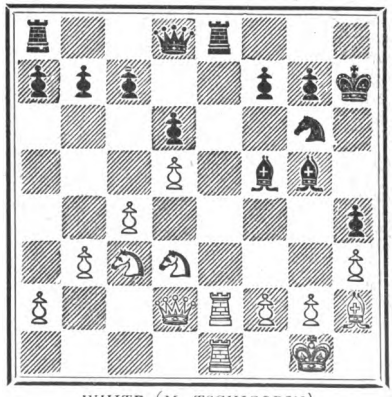
....M. Janowski plays well and boldly; doubtless encouraged by the lassitude manifest in the play of his formidable adversary.

19 P—K R 3	19 P—R 5
20 B—R 2	20 K—R 2
21 Q R—K sq	21 B—Kt 4 !

Position after Black's 21st move :—

B—Kt 4 !

BLACK (M. JANOWSKI).



WHITE (M. TSCHIGORIN).

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22	Q—Q sq	22 R × R
23	Q × R	23 B—R 3
24	Kt—K 4	

The White minor pieces are badly placed; and, on the whole, Black's position is distinctly superior. But still a draw might be obtained were not M. Tschigorin so obstinately bent on winning. That he wanted the first prize may be the explanation.

		24 Q—Q 2
25	Q—B 3	25 K—K sq
26	K—B sq	26 P—R 4
27	P—R 4	27 P—Kt 3
28	R—K 2	28 P—B 3
29	K—K sq	

Passing the time dangerously. On the other hand, Black makes no error. The presently forced exchange of his Knight adds to his advantage.

		29 Kt—K 4 !
30	B × Kt	30 Q P × B
31	P—B 5	

If 31..., Q × Q P ?, this would win of course. But it loses. How it loses is matter of interest and instruction.

		31 B—Kt 3
32	P—B 6	32 Q—K 2
33	Kt—Kt 2	33 P—B 4 !
34	Kt—Q 2	34 Q—B 4
35	Q—Q 3	35 P—K 5
36	Q—B 4	36 Q—Q 3
37	Kt—Q sq	

Trying to save the Rook would lead to some other catastrophe. The rest requires no comment.

		37 B—R 4
38	Kt—B sq	38 B × R
39	K × B	39 P—B 5
40	P—B 3	40 Q—Kt 3 !
41	Kt—B 2	41 Q × Kt P
42	P × P	42 P—B 6 ch
43	K—K sq	43 B—B 5
44	Kt - Kt 4	44 Q × P
45	Kt(Bsq)—K3	45 B × Kt
46	Kt × B	46 Q—Kt 6 ch
47	K—Q sq	47 P—B 7
48	K—K 2	48 Q—Kt 8
49	Kt—B sq	49 Q—Kt 7
50	P—K 5	50 R × P ch
51	K—Q 2	51 Q × P ch

.....Or 51..., R—K 8; but here White resigned.

GAME No. 2,012.

Played on Board No. 2 in the "A" League match between Hampstead and West London.

King's Gambit Declined.

NOTES BY R. TEICHMANN.

	WHITE. Mr. S. WOOD.	BLACK. Mr. R. C. GRIFFITH.
1	P—K 4	1 P—K 4
2	P—K B 4	2 B—B 4
3	Kt—K B 3	3 P—Q 3
4	Kt—B 3	4 Kt—Q B 3
5	B—B 4	

If, in this variation, Black develops his Queen's Knight before the King's Knight, and before White has played B—B 4, White should play B—Kt 5, which gives him the better game.

		5 B—K Kt 5
6	P—Q 3	

A mistake, of course. P—K R 3, in order to force the exchange of Bishop and Knight, was the right move; if then 6..., B × Kt; 7 Q × B, Kt—Q 5; 8 Q—Kt 3, with a good game.

		6 Kt—Q 5
7	Kt—Q 5	7 B × Kt
8	P × B	8 Q—R 5 ch
9	K—Q 2	9 P—Q B 3
10	Kt—B 7 ch	

There is no saving move, as White cannot get out of the mate without losing at least a piece.

		10 K—Q 2
11	Kt × R	

And Black mates in four moves by B—Kt 5 ch, 12 K—K 3, P × P ch, &c.

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GAME No. 2,013.

Played in the present City of London Championship Tournament.

Evans Gambit.

NOTES BY JAS. MASON.

WHITE. Mr. HOPPER.	BLACK. Mr. GIRDLESTONE.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—B 4	3 B—B 4
4 P—Q Kt 4	4 B × P
5 P—B 3	5 B—R 4
6 Castles	

Many experts, most probably a majority, are of opinion that the Queen Pawn should be advanced before Castling; but many others, headed by the Russian master M. Tchigorin, prefer the course he e chosen by Mr. Hopper.

	6 P—Q 3
7 P—Q 4	7 P × P

.....Going for the "normal position," as it is called; that created by the next move of the Bishop. It may be avoided, at expense of a Pawn, by 7..., B—Kt 3; though whether White would exchange his attack for a Pawn is another matter. Or 7..., B—K Kt 5 would not be bad.

8 P × P	8 B—Kt 3
9 Kt—B 3 !	9 B—Kt 5

.....Seldom played, 9..., Kt—R 4 being generally considered stronger. A very natural move, however, in an interesting game.

10 B—Q Kt 5	10 K—B sq
11 B—K 3	11 K Kt—K 2
12 Kt—K 2	

Or 12 B—K 2, perhaps stronger. Some difficult play follows.

	12 Kt—Kt 3 ?
13 R—Q B sq	13 B × Kt
14 P × B	14 Kt—R 5
15 P—B 4 !	15 P—Q 4
16 P—B 3	16 Q—Q 2
17 P—B 5	17 P × P
18 P × P	18 Q—K 2

....Looking after the Knight at R 5, which is in some danger, having no retreat.

19 B × Kt	19 P × B
20 P—K 5	20 P—B 4
21 P—B 6 !	21 Q—K 3

.....It seems a bad case now; 21..., Q—Q 2, or 21..., P × P could hardly make it worse.

22 Kt—B 4	22 Q × R P
23 P × P ch	23 K × P
24 R—Q B 2 !	24 Q—R 6
25 R—Kt 2 ch	25 Kt × R

... .Mr. Girdlestone overlooks mate in two! But examination fails to disclose any valid defence. Whether King moves or Knight interposes, the attack seems overwhelming.

26 Kt—K 6 ch ! 26 Resigns.

The following games were contested in the Correspondence Match now proceeding between the Northern and Southern Chess Unions.

GAME No. 2,014.

Scotch Gambit.

NOTES BY JAS. MASON.

WHITE. Mr. T. PHYSICK, *South.*	BLACK. Mr. F. C. CARROLL, *North.*
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—K B 3
3 P—Q 4	3 Kt × P
4 B—Q 3	4 P—Q 4
5 Kt × P	5 B—K 2
6 Castles	6 Castles

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7 Kt—B 3	

Perhaps P—Q B 4 should come before this move of the Knight; probable isolation of the Queen Pawn notwithstanding.

	7 Kt × Kt
8 P × Kt	8 Kt—Q 2
9 Q—B 3 ?	9 Kt—B 3
10 B—K Kt 5	

It appears that in thus pressing for attack Mr. Physick rather gives it away. At all events, as from the excellent reply to this "pin," it seems to pass from him almost as a matter of course.

	10 Kt—K 5 !
11 B × B	11 Q × B
12 B × Kt	12 P × B
13 Q—K 2	

Possibly White was under the impression that he could take the momentarily unsupported Pawn (if it came to this) when playing his 9 Q—B 3 ?. But, clearly, its capture now, with at most another Pawn later, would cost him the Knight.

	13 P—K B 3
14 Kt—B 4	14 B—Q 2 !
15 Q R—Kt sq	15 P—Q Kt 4
16 Kt—Q 2	16 K R—K sq
17 P—Q B 4	17 P—Q R 3
18 R—Kt 3	

Useful only to keep adverse Queen at a distance. For there would be nothing got by doubling on *this* open file; and any intention of transferring the Rook to the King side quite fails.

	18 Q—Q 3 !
19 Q—K 3	19 P—K B 4
20 P—Kt 3	20 B—K 3
21 P—B 5	21 Q—Q 2
22 R—Kt 2	22 Q R—Q sq
23 P—Q B 3	23 B—Q 4

....So far, Black's play could hardly be bettered; and further, to the end, it is difficult to see where he omits to avail himself to the utmost of his antagonist's various disabilities.

24 R—Q R sq	

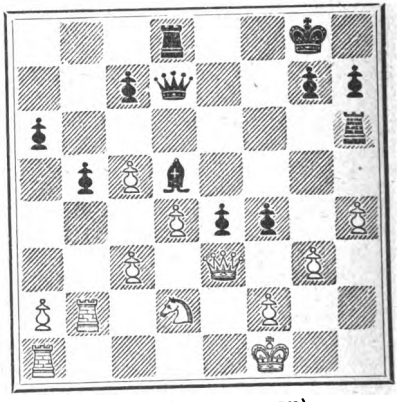
Or 24 R—K sq, with soon Kt—B sq, and, possibly, P—K B 4, most likely a stronger defence.

	24 R—K 3
25 K—B sq ?	25 R—R 3
26 P—K R 4	26 P—B 5 !

Position after Black's 26th move :—

P—B 5 !

BLACK (MR. CARROLL).



WHITE (MR. PHYSICK).

27 Q × B P	27 R—K B 3
28 Q—K 3	28 Q R—K B sq
29 R—K sq	

Really helpless. How great an error was 25 K—B sq ?.

	29 R—K B 6

Fine! If 30 Kt × R, P × Kt; then mate in two, or decisive gain of force from 31..., B—B 5, &c., would naturally follow.

30 K—Kt sq	30 R × Q
31 R × R	31 Q—Kt 5
32 Kt—B sq	32 Q—Q 8
33 Resigns.	

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GAME No. 2,015.

Giuoco Piano.

NOTES BY F. P. WILDMAN.

	WHITE. Mr. F. N. BRAUND, *South.*	BLACK. Mr. J. MUSGROVE, *North.*
1	P—K 4	1 P—K 4
2	Kt—K B 3	2 Kt—Q B 3
3	B—B 4	3 B—B 4

..... So far the time-honoured "gentle game," universally popular, but tending in many cases towards dulness, a vice which is happily avoided here.

4	P—Q B 3	4 Kt—B 3
5	P—Q 4	5 P × P
6	P × P	6 B—Kt 5 ch
7	B—Q 2	7 B × B ch
8	Q Kt × B	8 Castles

.....Probably better than the more usual P—Q 4.

9	P—K 5	9 P—Q 4
10	B—Q Kt 5	10 Kt—K Kt 5

.....To K sq seems more in accord with general principles. White should here have driven back the Kt to R 3, and refrained from Castling.

11	Castles	11 Kt—K 2
12	R—Q B sq	12 Kt—Kt 3
13	Q—Q B 2	13 P—Q B 3
14	B—Q 3	14 P—K B 4
15	K R—K sq	

In pursuance of the policy indicated by his two last moves, the Pawn should have been captured *en passant*, even though the Q P should have then been isolated.

		15 Kt—B 5
16	B—K B sq	16 P—K Kt 4

.....The commencement of a bold attack, which is carried out though resolutely yet with the wariness which befits correspondence play.

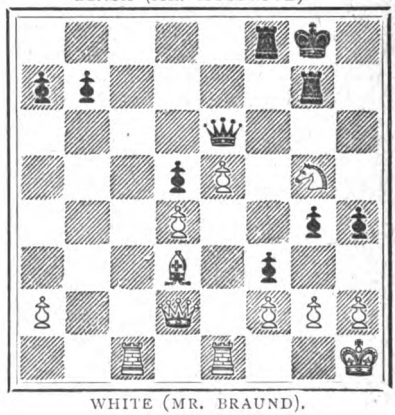
17	Kt—Q Kt 3	17 Kt—K 3
18	Kt—Q B 5	18 Kt—R 3
19	Kt × Kt	19 B × Kt
20	Q—Q B 5	20 Kt—B 2
21	B—Q 3	21 P—Kt 5
22	Kt—Q 2	22 Kt—Kt 4
23	Kt—Q Kt 3	

White, by thus wasting his force on the Q's flank, evidently underrates the King's side attack of his opponent.

		23 P—B 5
24	Q—Kt 4	24 R—B 2
25	Kt—B 5	25 Q—K 2
26	Q—Q 2	26 Q R—K B sq
27	P—Kt 4	27 R—Kt 2
28	K—R sq	28 P—K R 4
29	P—Kt 5	29 P × P
30	Kt × B	30 Q × Kt
31	B × P	31 P—R 5
32	B—Q 3	32 P—B 6

Position after Black's 32nd move:—
P—B 6.

BLACK (MR. MUSGROVE).



WHITE (MR. BRAUND).

.....The position is now most unusual, and the advance of the B P is extremely powerful, the many variations all resulting in favour of Black, perhaps B—B sq offered the stoutest resistance.

33	R—K Kt sq	33 P—Kt 6
34	B P × P	34 P—B 7
35	K R—B sq	35 P × P
36	Q—K 3	36 Kt—B 6
37	Resigns.	

For Black threatens Q—R 6, mating next move; and if 37 R × P, then P × R; 38 P × Kt, Q—R 6; 39 Q × P, R × P; 40 R—B 8 ch, K—B 2, and wins, the check of the Pawn being useless.

Notes from *Yorkshire Post.*

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GAME No. 2,016.

Ruy Lopez.

NOTES BY F. E. SPEDDING.

WHITE. Mr. D. Y. MILLS, *South.*	BLACK. Mr. F. E. SPEDDING, *North.*
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—Kt 5	3 Kt—B 3
4 Castles	4 Kt × P
5 P—Q 4	5 Kt—Q 3
6 B × Kt	6 Q P × B
7 P × P	7 Kt—B 4
8 Q × Q	8 K × Q

This exchange probably gives White a slight advantage, but dulness is generally the chief feature of the rest of the play. Later Black tries to open out the game, but the experiment is not justified by the result.

9 R—Q sq ch	9 K—K sq

.....If ..., 9 B—Q 2; 10 Kt—Kt 5, Kt—R 3; 11 P—K 6, P × P; 12 Kt × P ch, &c.

10 Kt—B 3	10 P—K R 3
11 Kt—K 2	11 P—K Kt 4
12 P—Q Kt 3	12 R—K Kt sq
13 B—Kt 2	13 B—K 2
14 P—Q B 4	14 R—Kt 3
15 Kt—Q 2	15 P—K B 3

.....A bold bid for an open game, and giving White a rather strong attack.

16 P × P	16 B × P
17 B × B	17 R × B
18 Kt—K 4	18 R—Kt 3
19 R—Q 3	19 Kt—Q 3
20 Kt(K2)—Kt3	20 Kt × Kt

..... If 20..., P—Kt 3; 21 Kt × Kt wins a Pawn.

21 R—K sq	21 B—K 3
22 Kt × Kt	22 P—Q Kt 3

....If 22..., R—Q sq; 23 K R—K 3, threatening Kt—B 5 and Kt × Kt P, and if 22..., K—B 2, then 23 K R—B 3 ch, K—Kt 2; 24 K R—K 3 would win a P.

23 R—K Kt 3	23 K—B 2
24 P—K B 4	24 P × P

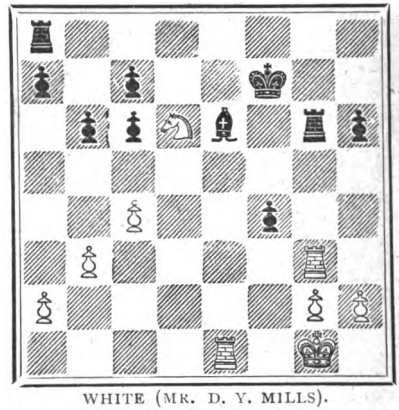
If 24..., P—Kt 4; 25 P—B 5, B × P; 26 R—K B sq, K—K 3; 27 R—K 3, B × Kt; 28 R × B ch, K—Q 3; 29 P—Kt 4 !.

25 Kt—Q 6 ch

Position after White's 25th move :—

Kt—Q 6 ch.

BLACK (MR. SPEDDING).



WHITE (MR. D. Y. MILLS).

Black was so intent upon the following variation that he completely overlooked this check, which wins a Pawn. If 25 R × R, K × R; 26 Kt—B 5, B—B 2 !; 27 Kt—K 6, R—K sq; 28 Kt × P ch, K—B 4; 29 R × R, B × R, and Black has winning chances on the Queen's side. K—B 2 was played with this in view, but it is difficult to find a safe continuation for Black after that move.

	25 P × Kt
26 R × R	26 K × R
27 R × B ch	27 K—Kt 4
28 R × Q P	28 R—Q B sq
29 K—B 2	29 R—B 2
30 K—B 3	30 R—K 2

....One of the Bishop's Pawns must go.

31 R × B P	31 R—K 6 ch
32 K—B 2	32 R—Q B 6

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33	R—K 6	33 P—K R 4
34	R—K 5 ch	34 K—Kt 3
35	R—K 2	35 K—Kt 4
36	K—K sq	36 R—B 8 ch
37	K—Q 2	37 R—K R 8
38	P—Q Kt 4	38 R × R P
39	P—Q B 5	39 P × P
40	P × P	40 P—B 6
41	P × P	41 R—R 5

.....The forlorn hope, on the chance of White stopping to protect the P, when Black might get across in time to stop the other P.

42 P—B 6 42 Resigns.

.....If ..., R × P; 43 P—B 7, R—B sq; 44 R—Kt 2 ch, K—R 3 or 5; 45 K—Q 3 wins.

GAME No. 2,017.

Evans Gambit.

NOTES BY JAS. MASON.

	WHITE. Dr. DEIGHTON, *South.*	BLACK. Mr. S KEIR, *North.*
1	P—K 4	1 P—K 4
2	Kt—K B 3	2 Kt—Q B 3
3	B—B 4	3 B—B 4
4	P—Q Kt 4	4 B × Kt P
5	P—B 3	5 B—R 4
6	P—Q 4	6 P × P
7	Castles	7 P × P
8	Q—Kt 3	8 Q—B 3
9	P—K 5	9 Q—Kt 3
10	Kt × P	10 K Kt—K 2
11	B—R 3	11 B × Kt

..... . Sanctioned by Lasker in one of his "Lectures" some years ago, and also approved by him in his book *Common Sense in Chess*. He says,—"This position has been subject of analysis for many decades, and several variations have been found which seem to leave Black with a comparatively safe K position and a Pawn ahead. None of the continuations given seem to be superior to the one that follows. 11..., B × Kt; 12 Q × B, P—Q Kt 3; 13 B—Q 3, Q—R 3; 14 K R—Q sq, B—Kt 2; and it is difficult to see in what way White will make good his minus of two Pawns." However, great defenders of the Gambit in times past have consistently declined the capture, presumably for some reason based on experience; preferring the "safe K position and a Pawn ahead," when they could get it, which was not always. The usefulness of the Bishop as a strong factor in counter attack is a practical consideration weighing against this exchange.

12	Q × B	12 P—Q Kt 3

.....Suggested by Lasker, as above; the "book" move is 12.., Castles.

13 K R—Q sq

The other Rook may be well placed here; leaving this one to back up King Pawn, or advance of Bishop Pawn, in certain contingencies. It seems scarcely worth while to anticipate adverse Castling Q R as Dr. Deighton apparently does at this juncture.

		13 B—Kt 2
14	Q R—B sq	14 Kt—R 4 ?
15	B × P ch	

An unfortunate choice in a situation replete with attacking possibilities. For instance, 15 R × P ! would be much stronger; and then (if 15..., P—Q B 4) perhaps 16 R—Q 6, with a fine game. Or, supposing the offered sacrifices accepted, 15 R × P !, K × R ?; 16 P—K 6+, K—K sq; 17 P × P+, K—B (or Q) sq; 18 B × Kt+, K × B; 19 Q—K 5+, K—Q sq (19..., K—B sq ?; 20 R—K sq !, Kt—B 3; 21 Q × B P, and should win; or 19..., K—Q 2 ?; 20 B—K 6+ !, soon mating); 20 R—Q sq+, K—B sq; 21 Q—K 7, and where would be the defence? Similarly if (in this) 16..., K—Q sq; 17 Q—Q 4+, &c.; or 15..., K—B sq; 17 B × Kt, &c., Black could hardly survive. But, as it happens, it is far otherwise.

		15 Q × B
16	P—K 6	16 P × P
17	R—Q 7	17 P—B 4
18	Kt—K 5	18 Q—K B 3
19	B × P	19 P × B

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.....If 19..., R—Q B sq; 20 Q—Q 2, &c., Black would hardly do better. He takes the simplest way of winning.

20	Q × Kt	20	Castles	22	R × B P
21	Q—K sq	21	B—Q 4	23	R × R
				24	P—K R 3
				25	Kt—Kt 4
				26	Kt—K 3
				27	Resigns.

22	Q R—B sq		
23	R × R		
24	Q—Kt 4		
25	Kt—Kt 3		
26	Kt—R 5		

GAME No. 2,018.

Sicilian Defence.

NOTES BY P. R. ENGLAND.

WHITE. Mr. P. R. ENGLAND, *North.*		BLACK. Dr. DUNSTAN, *South.*	
1	P—K 4	1	P—Q B 4
2	Kt—Q B 3	2	Q Kt—B 3
3	P—K Kt 3	3	P—K Kt 3
4	B—Kt 2	4	B—Kt 2
5	K Kt—K 2	5	P—Q 3
6	P—Q 3	6	P—Q R 3
7	Castles	7	P—K R 4
8	P—K R 4 ?		

This is bad. I should have played P—K R 3, and if 8 P—R 5, 9 P—K Kt 4, with a good game.

		8	B—Kt 5
9	P—B 3	9	B—Q 2
10	Kt—Q 5	10	Kt—B 3
11	Kt(K2)—B 4	11	Kt × Kt
12	Kt × Kt	12	P—K 3
13	Kt—K 3	13	Kt—K 2

.....This and Black's next move seem rather to lose time.

14	P—K B 4	14	B—Q B 3
15	P—B 5	15	Kt P × P
16	P × P	16	B—K 4
17	P × P	17	P × P
18	B × B ch	18	P × B

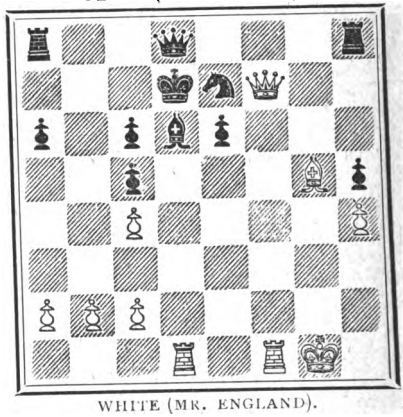
.....Better than Kt × B I think.

19	Kt—B 4	19	B × K Kt P
20	B—Kt 5	20	P—Q 4
21	Q—B 3	21	P × Kt
22	Q—B 7 ch	22	K—Q 2
23	P × P	23	B—Q 3
24	Q R—Q sq		

Position after White's 24th move:—

Q R—Q sq

BLACK (DR. DUNSTAN).



WHITE (MR. ENGLAND).

I have not found any satisfactory defence for Black.

		24	K—B 2
25	Q × P	25	K R—R 2
26	R × B	26	Q × R
27	B—B 4	27	Q R—Kt sqch
28	K—R 2	28	Q × B
29	R × Q	29	K R—Kt 2
30	R—B 2	30	P—R 4
31	P—B 3	31	K—Kt 2
32	P—Q Kt 3	32	K—B 2
33	P—R 3	33	K—Kt 2
34	P—Kt 4	34	B P × P
35	R P × P	35	P—R 5
36	P—B 5	36	P—R 6
37	P—B 4	37	R—Q sq

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38 Q—B 6	36 R—R 2	42 Q × Q R P	42 R—Q 5
39 P—Kt 5	39 R—Q 6	43 K—R 3	43 R—Q 8
40 R—K 2	40 R—Q 2	44 P × P ch	44 Resigns.
41 Q—B 3	41 R—Kt 2	For the win is forced in a few moves.	

GAME No. 2,020.

From Gambit.

NOTES BY P. R. ENGLAND.

WHITE. Dr. DUNSTAN, *South.*	BLACK. Mr. P. R. ENGLAND, *North.*
1 P—K B 4	1 P—K 4
2 P × P	2 P—Q 3
3 P × P	3 B × P
4 K Kt—B 3	4 P—K Kt 4
5 P—Q B 3	5 P—Kt 5
6 Q—R 4 ch	6 Kt—Q B 3
7 Q—K 4 ch	7 K Kt—K 2
8 Kt—Q 4	8 Castles
9 P—K Kt 3	9 P—K B 4
10 Kt × Kt	10 Kt × Kt
11 Q—B 4 ch	11 K—R sq
12 P—Q 4	12 Q—K 2

.....This is best, for if now 13 P—Q 5, Kt—K 4; 14 Q—Q 4, B—B 4, and wins.

13 B—R 6	13 R—K sq
14 Kt—Q 2	14 Q—B 3
15 B—B 4	15 B × B
16 P × B	16 Q—R 5 ch
17 K—Q sq	17 B—K 3
18 P—Q 5	18 B—B 2
19 Q—Q 3	19 Q R—Q sq
20 P—Q B 4	20 Kt—K 2
21 Q—B 3 ch	21 K—Kt sq

See Diagram.

22 P—K 4	22 P × P
23 B—K 2	23 P—B 3
24 R—K Kt sq	24 P—K R 4
25 P—K R 3	25 B P × P
26 R P × P	26 P—Q 5
27 P × P dis. ch	27 K—R 2
28 Q—R 5	28 P—Q 6
29 Q—K 5 !	

A good move.

	29 P × B ch
30 K—B 2	30 R × Kt ch
31 K × R	31 P—K 6 ch
32 K—B 2	

The White K is very safe here, and Black can do very little with his Pawns.

	32 R—K Kt sq
33 R—R sq	33 Q—Kt 5
34 Q × Kt	34 Q × B P
35 K R—R 4	35 Q—B 7
36 Q R—K sq	36 Q × Q R
37 Q × B ch	37 R—Kt 2

.....K—R sq is much better, as the Pawn cannot then be pushed on attacking the R.

38 Q—B 5 ch	38 K—R sq
39 R—Q 4	39 Q—Kt 6

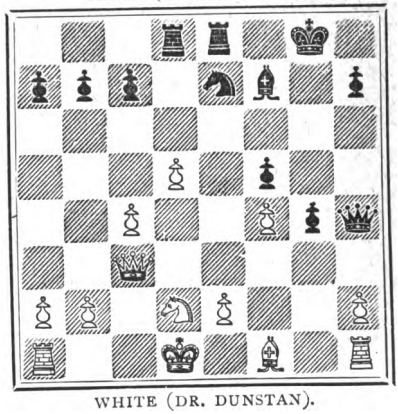
Q—Q Kt 8 ch is no use, for then 40 K × Q, P Q's ch; 41 K—B 2, Q—B 7 ch; 42 Q × Q, P × Q; 43 R—B 4, and wins.

40 P—R 6	40 P (Kt's) ch
41 K—Kt sq	41 Resigns.

Position after Black's 21st move:—

K—Kt sq.

BLACK (MR. ENGLAND).



WHITE (DR. DUNSTAN).

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GAME No. 2,021.

French Defence.

NOTES BY JAS. MASON.

WHITE. Mr. F. E. PURCHAS, *South.*	BLACK. Mr. F. L. STAINSBY, *North.*
1 P—K 4	1 P—K 3
2 P—Q 4	2 P—Q 4
3 Kt—Q B 3	3 Kt—K B 3
4 B—K Kt 5	4 P × P

.....Dubious simplification. For a strong centre is the strength of the defence; always supposing a future wi h winning chances to be desirable.

5 Kt × P	5 Q Kt—Q 2
6 Kt—K B 3	6 B—K 2
7 Kt × Kt ch	7 Kt × Kt
8 B—Q 3	8 P—Q B 4
9 P—B 3	

Better 9 P × P, with early Castles. The sacrifice of Pawns, trying for attack, is unsound. Of course the ingenuity of White's scheme might be easily justified by a lapse on the part of his opponent; but if anything of the sort really occurs, it escapes penalty, and the superior force naturally carries the day.

	9 P × P
10 Q—B 2	10 P × P
11 Castles	11 P × P ch
12 K—Kt sq	12 Kt—Q 4
13 B—Kt 5 ch	13 K—B sq

.....If 13..., B—Q 2? Well, then, 14 R × Kt, P × R; 15 R—K sq, &c., would be decidedly unpleasant.

14 B × B ch	14 Q × B
15 K R—K sq	15 Kt—B 2
16 B—R 4	16 P—Q Kt 4

.....Here 16..., P—B 3 would be a good measure in the way of safety. The subsequent Pawn move, giving escape to the King, is dangerous.

17 Kt—K 5

Excellent. If reply 17..., P × B?, then 18 Kt—B 6 !, winning the Queen.

	17 P—K Kt 3
18 B—Kt 3	

Again the Bishop might be left for a moment.—Thus, *e.g.*, 18 Q—B 3 !, P—B 3 !; 19 Kt—B 6, Q—B 2; 20 Kt—Q 8, Q—K 2; 21 Kt—B 6, &c., drawing. It appears that Black could not vary this with much success. If 20..., Q—Kt 2; 21 B—Kt 3, then the attack would be very strong. If 19..., Q—Kt 2?; 20 Q—B 5 + !, White would win, in fact mating shortly. And 18..., P—B 3 seems forced: 19 Kt—B 6, 19 Kt × P +, and (if 18..., Q—B 3 *or* K—Kt 2) 19 Kt—Q 7 +, severally threatening. Here, if anywhere, Mr. Purchas misses his opportunity; for when Mr. Stainsby's King comes out, freeing his Rook, everything goes in his favour.

	18 K—Kt 2 !
19 R—K 3	19 R—Q sq
20 R × R	20 Q × R
21 Q—B 6	21 P—Q R 4
22 R—Q 3	22 Q—K 2
23 Kt—Q 7	23 R—R 2
24 Q—Q B 3 ch	24 P—K 4

Probably meaning to pin the Rook, if 25 Kt × P. Yet 24..., P—B 3 seems better; because after 25 Kt × P, B—B 4; 26 Kt—B 6 +, &c., the ending would be no easy one for winning.

25 Q—B 6	25 P—Q R 5
26 B—B 2	26 P—K 5
27 R—Q sq	27 Kt—Q 4 !
28 Q × B	28 R—B 2

Reducing and leaving his adversary nothing to play for,—two Pawns and the exchange behind. An original and most interesting little game.

29 Q—B 8 ch	29 Q × Q
30 Kt × Q	30 Kt—B 6 ch
31 K × P	31 Kt × R ch
32 B × Kt	32 K × Kt
33 B—K 2	33 P—K B 4
34 P—K Kt 3	34 K—K ?
35 Resigns.	

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THE PROBLEM WORLD.

All communications respecting problems must be addressed to Mr. B. G. Laws, 21, Nelson Road, Stroud Green, London, N.

ALL-IN SOLUTION TOURNEY.—Score Table :—

	Old Score. (See Feb.)	Old Score. (Suis.)	1577	1578	1579	1580	1581	1582	1583	1584	Mar. Totals.	Sui-mate Tourney Totals.
§"East Marden"	67-5	70-5	6	3	3	3	2	3	4	-2	84	80
‡C. S. Earle	Cancelled	68		3	3	3	2	3			14	82
‡A. C. White	105	91	6	3	3	3	2-2	3	4	5	132	106
‡Chas. Johnston	211	102		3		3	2	3	4		226	108
‡W. H. Thompson	142	105	6	3	3	3	2	3	4	5	171	120
††"Beta"	103	64										
††E. W. Brook	45	18		3	3	3	2	3	4		63	27
††"Gibson"	339	105	6	3	3	3	2	3	4	5	368	120
††J. D. Tucker	375-5	45-5		3	3	3	2	3	4		388	49
†J. J. O'Hanlon	285	97	3	3		3	2	3	4		298	106
†P. L. Osborn	310	99	6	3	3	3	2	3	4		334	114
†R. M. Peake	267	78		3	3	3	2	3	4		285	87
*S. H. Hall	141	81	6	3	3	3	2	3	4	5	170	96
*Capt. G. A. Forde	332-5	36-5		3	3	3	2	3	4		345	40
*J. Y. Fullerton	110	59		3	3	3	2	3			124	68
*J. J. Jones	210	87										
*E. E. Westbury	57	80	3	3	3	3	2	3	4	5	83	92
*G. Woodcock	28	85	6	3	3	3	2	3	4	-2	50	100
"D.C.T."	327	93	3	3	3	3					339	105
A Baker	194	66	3	3	3	3	2	3			211	78
H. S. Brandreth	189	11		3			2				194	14
G. H. C.	203	60	3	3	3	3	2	3	4		224	72
"Cigaro Nicotini"	55	18		3		3	2		4		67	24
T.D.	333	56		3	3	3	2	3	4	5	356	65
D. C. Gregson	10						2	3	4		19	
A. J. Head	138	45		3	3		2		4		150	51
Eugène Henry		46										
F. Kent	331	0		3		3	2				339	6
Miss V. Hel. Macmeikan	9	55										
J. M. Malcolm	119	31										
"Selbats"	28	61	6	3	3	3	2	3	4	5	57	76
G. A. Thomas	50	50										
"K. W."	250	24										
G. White				3	3	3	2		4		15	9

* Previous winners. † Twice winners. †† Winner three times.
** Winners four times. ‡ Winners five times.
§ Winner seven times.

Additional solutions: Nos. 1571, —2, —3, —4, and —5; as also problems by G. Heathcote (two positions), G. J. Slater (two positions), C. V. Berry, H. Greenwell, P. H. Williams, and A. F. Mackenzie.

R. M. Peake's score in the January table should obviously be increased by 100 – 206 instead of 106; the error was continued in the February and March issues. We have put the matter right in the score above.

A similar mistake occurs in the January total of T.D.'s score, which should be 190 and not 90. This corrected makes his March total 333, which is recorded above.

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In F. Kent's February total given last month, the important figure 3 was "dropped." The number should read 331.

Re Problem No. 1572. We have been misled into accusing this problem of having a fourth cook, which does not exist. As far as the problem itself is concerned it is of little consequence, as it was only akin to killing the slain. The matter has, however, a bearing on some of the solvers' scores, and those who sent in 1 Q—B 2 as a solution (which is defeated by the overlooked Bishop 1.., P—B 6; 2 Q—B 7, B × P ch; 3 B × B) must not only have the three points already awarded, but must suffer a deduction of two points by way of penalty. The following solvers will find their scores reduced five points: "East Marden," J. D. Tucker, and Capt. G. A. Forde.

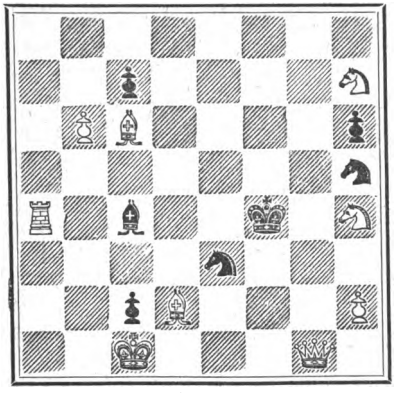
J. D. Tucker becomes this month a third time winner.

Solutions to the problems in this issue should reach us on or before the 10th June next.

"MORNING POST" TOURNEY.—The Rev. A. H. Williams' Conditional Two-move Competition has been closed by the publication of Mr. E. B. Schwann's report, which is very interesting reading. The affair proved very successful, no fewer than 52 problems were received. The prize has been secured by F. Libby, a name new to us. His work, which we diagram, is very meritorious. The strategy mapped out for competing composers has had a variety of treatments, which is rather remarkable, since it might reasonably have been expected that more would have run in the same groove. Three problems were highly commended—namely those by Mrs. W. J. Baird, J. E. Herbert, and R. Collinson. Mr. Schwann places these next to the prize-winner without discriminating further between their claims.

By F. LIBBY.

BLACK.



WHITE.

Mate in two.

By Mrs. W. J. Baird.—B 3 K 3 / 8 / p 1 kt 1 p 3 / P R kt k p 2 Q / p B 4 P 1 / Kt 3 P 3 / 2 P 5 / 3 Kt 4 / Mate in two.

By J. E. Herbert.—Kt 5 K 1 / B 6 Q / p 1 p p 4 / P R kt k 4 / 2 kt 2 P 2 / 8 / B 7 / 8 / Mate in two.

By R. Collinson.—3 K 3 Kt / 8 / 4 p p B p / 1 P 2 k kt R P / 2 P 2 kt 2 / 1 Kt 6 / 3 P 3 B / 8 / Mate in two. These three problems it will be observed are very much alike in their treatment.

The following two-er is worth study; it was commended by the judge. It is a clever specimen, and differs very much in its rendering from those given above, and deserves study. By G. Heathcote. 8 / 2 Kt 5 / 2 p 5 / 2 B 4 Kt / 2 R b k P 2 / R 2 r P 3 / Q p 4 K 1 / 1 B 6 / Mate in two.

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PROBLEM TOURNEYS.—The *Otago Witness* have announced their eighth problem tourney. We should think that composers from Europe ought to be allowed a later date to post their entries, and possibly a further month would not bar those at so great a distance. The following are the conditions :—For direct mate original heretofore unpublished three-move problems. Prizes: first £2 2s. 0d., second £1 11s. 6d., third £1 1s. 0d. Problems intended for competition will be accepted up to and including those posted and bearing a post office stamp not later than the 31st March, 1901. Not more than three problems from any one competitor will be accepted. The tourney is open to all the world. Problems intended for competition must be clearly and neatly diagrammed, and two copies of each diagram must be sent. The problems must bear a motto, and the name and address of the composer must be sent in a sealed envelope marked with the motto, and which will not be opened until after the problems have been adjudicated upon and the awards made.

The *Wiener Schachzeitung* announce an International Problem Tournament for three-move problems, in which the following prizes are offered: First, 100 kronen (about £4 4s.); second, 60 kronen (about £2 10s.); third, 40 kronen (about £1 15s.); fourth, *Wiener Schachzeitung*, 1898 to 1900, bound *Edition de Luxe*; fifth, Book of the International Chess Tournament held in Vienna, 1898, during the Imperial Celebrations. The conditions are as follows :—Problems must be original, and not previously published in any form. All problems must bear a motto plainly written on the diagram, and in a separate and sealed cover the author must write the solution under the motto of the problem, together with his full name and address. The last date for sending in problems for the competition is May 15th. All communications to be addressed to the Editor, *Wiener Schachzeitung*, Wien 1, Wallernstrasse 2, Vienna, Austria.

FACTS AND TRIFLES.—We regret that last month for more reasons than one that some of our problems were crowded out. The consequence was that our solvers had little else than sui-mates to appreciate. The circumstance could not well be avoided, but in future those who are not attracted by self-mate strategy will find a much smaller percentage of them in our pages, as the publication of the entries in our current Tourney is completed to-day.

For those who care to compare their judgment, the *Hampstead and Highgate Express* offers an inducement by a "spotting the winners" competition. It will be remembered the problem tourney is for two-movers, and a bound volume of the *B.C.M.* for 1900 is offered to the solver who sends in the nearest forecast of the prize winners. The prize will be withdrawn if fewer than twelve compete. This should prove interesting and instructive, but it may in some respects be amusing.

The following is the second prize problem in the *Nuova Rivista degli Scacchi* ninth Tourney referred to last month. It is not in the author's best up-to-date style, yet it is very clever. The blend of ideas is most unusual and difficult to manage. There is one feature which is present in the solu-

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tion which is seldom found in prize problems of late years, especially in continental Tourneys—but we shall be "giving away" the key if we say more.

By A. F. Mackenzie (Jamaica).—b r 4 B 1 / 2 p 5 / 2 r p 4 / 3 R 2 p 1 / 3 P k 1 p 1 / Q 2 p 2 P 1 / 3 P 1 R P 1 / 3 kt 2 K 1 / Mate in three.

Mr. A. C. White writes us as follows concerning the *Morning Post* competition:—*Apropos* of the Rev. A. H. William's prize problems I venture to send you this 2-er, published in 1897 in the *New Orleans Times Democrat*. When republished in a New York paper the editor gave the key R—Q 4! The real key, however, as you will see, liberates two Black pieces or gives increased freedom to three.

By A. C. White.—5 r 2 / r 2 B 2 Q 1 / 3 R kt 1 kt 1 / R 3 b k 1 Kt / 7 P / 5 p 1 P / 5 P 2 / 7 K / Mate in two.

Dr. Lasker, in his Manchester chess column, is endeavouring to stimulate local problem talent, and in order to render assistance to the young student has given "a short summary of the guiding principles of criticism." He says:—

> "A first-class problem must be so constructed that (1) its idea is beautiful, and (2) its execution is carried through with as little material as would adequately express the idea. This second condition leads to (*a*) the principle of economy of force, (*b*) economy in the power exerted by that force—so that the same force, having less bearing on the hostile King and a less favourable position, if still expressing the idea, is preferable—which again leads to the postulatum of pure mates and mirror mates, and above all to the principle of unity of solution in every one of its stages."

We are rather inclined to the impression that to theorise in this manner is not so helpful to the beginner as could be wished. What he wants is models for study, and when these are thoroughly mastered, he can see with discernment how rules and canons have their proper application. Better still is to let theory and practice accompany, but this unfortunately takes up much space and time, and is perhaps more within the scope of text books than current chess journalism

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Reverting to our recent sundry remarks on "Economist" (see *B.C.M.* November, 1900, and February, 1901), as also the 4-mover "Simplicissimus," by Z. Mach, Mr. Finlayson wrote us some short time back confirming our statement that his three-move version appeared in the *Morning Post* in the winter of 1899—1900. He tells us that he also worked the idea as a four-mover as follows. By W. Finlayson (Edinburgh).—3 K 4 / 8 / 8 / 8 / 4 k 3 / 8 / 8 / 2 R 2 Q 2 / Mate in four. This problem was given by the late Sheriff Spens in the *Glasgow Weekly Herald*.

THE NEW YORK EVENING POST has in a short article dealt with the "Evolution of the Poetry of Chess." The subject has been handled in an interesting manner considering the necessarily limited space. The writer clearly shows that he has a wide knowledge of the subject, and we are sorry it was not suggested to his mind that his contribution would have been much more acceptable had he treated the matter with more detailed consideration, and spread the article over more issues of the paper. There are one or two little points upon which we are not in full agreement with the

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writer, but they are not of much moment. He says that problems "are as old as the game itself." We have heard this statement made before in all seriousness, but it has always struck us there was a touch of Hibernianism about it. A three-move problem is exhibited as "a remarkable and brilliant example of modern composition." Whilst admitting the skilfulness of the work, we cannot understand it, or any problem of its class, being styled in such unmistakable terms. It is a modern composition in the sense that it is new, but it is not a specimen of what is termed the modern school problem, the principles of which school tend to base and shape the work on the highest æsthetical lines conceivable. The following are the two problems which have been used—both very pretty, the second position being the one referred to above.

By Anonymous.—6 B 1 / 8 / 3 Kt 4 / p 3 p 3 / Kt 1 P k 4 / 1 K 2 p 3 / 4 P 3 / 8 / Mate in four.

By Otto Wurzburg.—4 Kt 2 k / 5 K 1 p ' 5 R 1 p / 1 p p 5 / b b p Kt 4 / 8 / 5 B 2 / 8 / Mate in three.

ECONOMY OF THE BLACK FORCES.—We have recived the following interesting communication from Mr. P. H. Williams. We hope to allude to the point which has arisen in connection with Mr. G. Heathcote's first prize 2-er of *Hampstead and Highgate Express* Tourney in our next issue.—Space forbids this month.

TO THE PROBLEM EDITOR OF THE *B.C.M.*

DEAR SIR,

I was interested in your remarks in connection with the much debated question of the advisability of adding a Black R to Mr. Heathcote's clever prize problem. It appears to me that the talented author was right, and that the R should not appear. But you, sir, open a fresh question when you advance your ingenious, if not amusing, method of *making an excuse for* the addition in question. Nevertheless, I believe that even this would be breach of the unwritten, but none the less stringent, laws of economy.

I argue thus: the problem in which such an incident can arise must, *ipso facto*, be a threat, and, being so, variety is only caused by Black's efforts at defending the attack; now if this R were added, the move 1..., R × Kt would not defend it, and therefore the reply could not be a new variation; consequently the solver would be entitled to refuse to play 1 .., R × Kt, and to ignore the undoubtedly improved mate, just as much as he would ignore 1..., R—Kt 2 and the negative effect of it. It should be part of the beauty of a position that, if the problem is to be thoroughly mastered, a display of elegance is compulsory, not optional.

Yet circumstances might arise where some such artifice would be legitimate, if not perhaps *de rigeur*, in accordance with accepted problematic tenets. Thus:—Suppose the key to a certain three-mover is poor, as it deprives the K of a flight square, where, owing to open or unguarded territory, it is obvious that he could not possibly be allowed to stray. To add even a Black P merely for the purpose of improving the key and deceiving the solver would be unfair. But if the composer could artfully place the White K in such a position that the addition of extra force is necessary to prevent a check, it would seem quite allowable, provided, of course, the White K could be given no other duty. In fact, it would be an improvement: for the White K would be of some use as a reason for the presence of the Black P, while the latter would have the office of preventing a check, and this mutual agreement would, *incidentally*, have the

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effect of slightly improving the key, and of helping to mislead the solver in a legitimate manner.

It is, sir, on these grounds that I consider an addition without these arguments in its favour as an erroneous one.

Yours truly,

PHILIP H. WILLIAMS.

HAMPSTEAD, *March 9th*, 1901.

SOLUTIONS AND CRITICISMS.

By S. B. Baxter (p. 82).—1 R—R 5, &c. This complex two-mover has been admired, and it is skilfully designed, the play of the Black pieces being striking. One mate which might easily be overlooked, 1..., R—Kt 4; 2 Q×B P, has been prettily brought in. There is one unfortunate dual after 1..., Kt—Kt 3, but such a blemish is not surprising in this class of composition, and it would be extremely difficult if not impossible to clear it away. The key move is good but not difficult to those who know where to look for the weak spots of a 2-er; in this case Black threatens to nullify the Rook's power by 1..., P—B 4, &c. Solved by R. M. Peake, C. Johnson, H. S. Brandreth, Capt. G. A. Forde, J. D. Tucker, A. G. Hearn, A. C. White, T.D., Selbats, G. Whittle.

By W. A. Shinkman (p. 82).—1 P—R 8 (becomes Kt), R—Kt 2 ch; 2 Kt (R 6)—B 7, R—Kt 7 (if 2..., R×Kt ch; 3 K×R, &c.); 3 Kt×P, &c. If 1..., P—Kt 4; 2 Kt (R 8)—B 7, P—Kt 5 (best); 3 Kt×P, &c. This problem was selected for the competition because it was tricky and with the idea that it would put solvers off the scent, but those who know Shinkman's tricks would not find it very resisting. To the uninitiated in problem matters, and naturally there were many at Capt. Beaumont's entertainment, the first move appeared wonderful and wonderfully absurd. Solved by R. M. Peake, C. Johnson, J. D. Tucker, A. G. Hearn, A. C. White, T.D., G. Whittle.

By B. G. Laws (p. 82).—1 Kt—B 4, P×Kt; 2 R—K 4, &c. If 1..., R—R 2, &c.; 2 R×P ch, &c. If 1..., others; 2 Kt×R P, &c. A problem rather after the German school of composition, having a predominant mainplay, whilst the variations are not of much account. It was hoped, however, that the threat given above would have rendered the problem fairly difficult, but we find after all White also threatens 2 R—K 2, the move named by Messrs. Blathy and Meyer. With this dual continuation the White Pawn is not required, and we regret we overlooked the strength of 2 R—K 2; our impression was that 2..., Kt×P constituted a sufficient defence. Solved by R. M. Peake, C. Johnson, J. D. Tucker, A. G. Hearn, A. C. White, T.D., Selbats, G. Whittle.

By G E. Carpenter (p. 83).—This is a 2-er, 1 Q—R 6, &c. We gave this problem rather on the ground of its difficulty. The first move to our mind is not easily found, and the chief merit of such a problem as this is the cleverness in construction to render it sound. There are duals on the Kt moving to certain squares, but they are not of much moment, though a little annoying. Solved by R. M. Peake, A. C. White.

By G. E. Carpenter (p. 83).—The Pawn at White's Q Kt 3 (b 3) should be White, when the following pretty solution is possible: 1 R—B 6, K×R; 2 Kt—K 6, &c. If 1..., K×Kt or P—B 3; 2 R—Q 3, &c. If 1..., K×B; 2 R—B 5 ch, &c. This is a class of problem which Mr. Carpenter excels in. It is really clever how White is able to corner the Black King, after giving him a choice of capturing three out of four of his pieces. Solved by R. M. Peake, A. C. White, T.D.

By A. F. Mackenzie (p. 83).—1 B—Kt 4, &c. Although this two-mover is one of Mr. Mackenzie's early problems, it is very meritorious, since it must not be overlooked that in all probability it was the first presentment of the idea of unpinning two Black pieces by the key move. The actual variety is not considerable, but the Black King has two flight squares. We should not be surprised to find this will bear comparison to the best efforts sent to the *Morning Post* in competition for the Rev. A. H. Williams' prize. Solved by R. M. Peake, A. C. White.

By R. Collinson (p. 83).—1 B—Q 4, &c. A clever version of the idea shown in the previous position. The key is in this instance a capital one, but in most two-movers with a specially piquant idea the scope is very much limited. The variety here is meagre, only four mates with a fixed King—a natural consequence of accentuating strategy. Solved by R. M. Peake, A. C. White.

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No. 1577 (K.Z.).—This position has no solution. The author's solution easily fails. For instance 1 Q—Q 4, R × Q; 2 Kt × P ch, Kt × Kt ch, and White must play 3 P × Kt. There is however another condemning fault as the position is an "impossible one."

No. 1578 ("Ben Bolt").—1 B—R 5, R × P; 2 B—Kt 6 ch, P × B; 3 Q—R sq ch, &c. If 1..., B × P; 2 Q—R 4 ch, &c. It has been pointed out that this problem bears a close resemblance to a 3-er published by us in July, 1898, by W. A. Shinkman, which we reproduce in Forsyth notation: r b 6 / B Kt 2 P 2 P / 8 / 3 Kt k P 2 / 4 B 1 Q 1 / 3 P 4 / 6 P 1 / 7 K / Sui mate in three; key, 1 Q—Q sq. We must leave the judges of our problem Tourney to decide the point, and will refrain from expressing our own opinion thereon.

No. 1579 ("E.N.R.").—1 B—Kt 2, Q—K B 8; 2 B—R 3 ch, Q × B; 3 Q—Kt 4 ch, &c. If 1..., Q—K 8 or Q × Kt (B 2); 2 B—K 4 ch, &c. If 1..., Q—Q B 8; 2 Q—B 3 ch, &c. If 1..., Q—R 7 or Kt 6; 2 Q—Kt 6 ch, K—B 5; 3 Q—B 7 ch, &c. If 1..., Q—R 8, × P, Kt 7, or × Kt (Kt sq); 2 Kt—Q 4 ch, &c. If ..., Q—Kt 4; 2 Q—R 3 ch, K—B 5 dis. ch; 3 B—Kt 5 ch, &c.

No. 1580 ("Corkscrew").—1 R—R 3, P—Kt 4; 2 P—B 3 ch, K—Q 6; 3 Q × P ch, &c. If 1 .., Kt—Kt 6; 2 Q—K 2 ch, Kt × Q; 3 Kt—Q B 5 ch, &c. If 1..., B × R; 2 Q—Q 3 ch, B × Q; 3 Kt—B 5 ch, &c. If 1..., B—R 7; 2 Q—B 4 ch, B × Q; 3 Kt—B 5 ch, &c. If 1..., P—B 4; 2 Kt × P ch or Q × R ch, P × Kt ch; 3 Q × R ch, &c. If 1..., Q—K sq, &c.; 2 Q—R 4 ch, R or Q × Q; 3 Kt—B 5 ch, &c.

No. 1581, by Mrs. Baird.—1 Kt—Kt 7, &c. A double threat problem, with some neat points. The key is easy for an obvious reason. It is a pity the White Rook gives but one mate, but the composer has artfully placed it so that the principal mate is pure and economical, and also to stop a likely cook by 1 Kt—Q 6. There are no duals, though the key threatens mate in two places.

No. 1582, by Mrs. Baird.—1 Q—B 3, K—Q 4; 2 Q—Q 3 ch, &c. If 1..., P—K 3; 2 B—R 6, &c. If 1..., P—K 4; 2 B—Q 7, &c. A pretty dainty. The three variations are nicely united, but it is a pity the Kt does not come in in the third variation. The best line of play is after 1..., P—K 3.

No. 1583, by W. A. Shinkman.—1 Q—K sq, K—Kt 3; 2 Q—K 3 ch, K—Kt 4 (if 2..., K—B 2; 3 Q—R 7 ch, &c.); 3 Q—K 5 ch, &c. If 1..., K—Q 3; 2 Q—K 6 ch, K—B 2 (if 2..., K—B 4; 3 Q—K 5 ch, &c.); 3 Q—B 6 ch, &c. If 1..., K—Q 5; 2 Kt (K 7)—B 6 ch, K—B 4; 3 Q—Kt 4 ch, &c. If 1..., R—B 6; 2 Q × R ch, K—Kt 4 or Kt 3; 3 Kt—Q 5 or Q—B 6 ch accordingly, &c. If 1..., R—Kt 6 (or any other); 2 Q—K 5 ch, K—Kt 5; 3 Kt (K 7)—B 6 ch, &c. After the key move has been determined, and that does not occasion serious trouble, the play is fairly easy for a 4-er. There are some pretty mates, and though our solvers seem to have enjoyed the problem we cannot help saying it does not show the great composer to advantage. What the K R P is wanted for we have not discovered.

No. 1584, by A. E. Mercer.—1 B—B 6, B × P; 2 Q × B ch, K—B 4; 3 Kt—K 6 ch, R × Kt; 4 Kt—K 4 ch, R × Kt; 5 B—K 7 ch, &c. If 1..., R—Kt sq; 2 R × B ch, R × R; 3 Q—B 4 ch, K—Kt 3; 4 B—Q 8 ch, K × P; 5 Q—Q 5 ch, &c. If 1..., R × Kt; 2 Q—B 4 ch, K—Kt 3; 3 Q—Kt 3 ch, K—B 4; 4 B—K 7 ch, &c. A plan very well laid—the two variations are interesting and not particularly easy to find. The key is good. It is rather a pity 1..., R × Kt is a short mate; had this variation been extended to the full number of five moves, the problem would have been much improved.

ANSWERS TO CORRESPONDENTS.

F.K. (Hatfield).—Without the B. Q. in 1580, there would be no solution after 1..., R—R sq.

"E.M." and G.W. (Lewes).—The Rook interposes at move 5 in your solution to 1584.

H. G. HEARN.—You and others are right, and we wrong. Glad to have your letter pointing out the error.

G.W. (Buckingham Gate).—Your solution to 1569 will not do. 1 Q—Kt 4 ch, K—K 7 dis. ch; 2 Q—K sq ch, P × Q becoming Kt or B. In 1570 you have hit the author's intention, but overlooked the flaw 1 R—Kt 8, P becomes Q, B, or R; 2 Q—R 6, Kt moves. Mr. Blake's 2-er cannot be solved by 1 B × P.

GIBSON and P.L.O.—We thank you for pointing out to us the futility of 1 Q—B 2 as a key to 1572.

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PROBLEMS.

"B. C. M." SUI-MATE TOURNEY.

No. 1589.

Motto: "Well, after all——."

(T. P. No. 37.)

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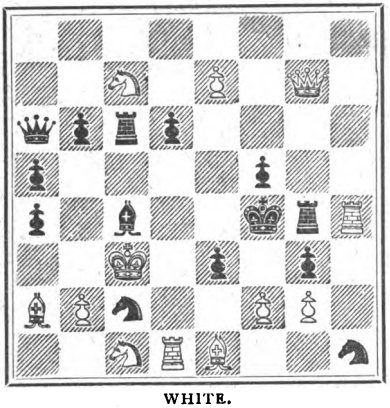

WHITE.

White compels Black to mate in three moves.

No. 1590.

Motto: "The Wild Flower."

(T. P. No. 38.)

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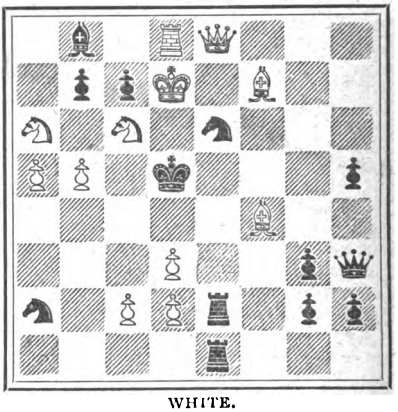

WHITE.

White compels Black to mate in three moves.

No. 1591.

Motto: "Into the jaws of death."

(T. P. No. 39.)

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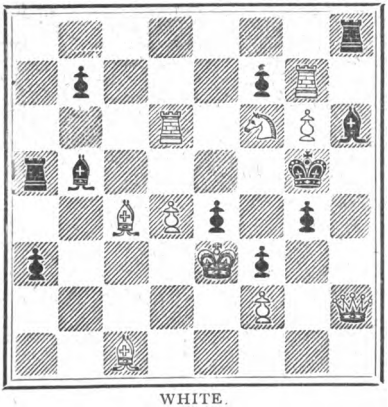

WHITE.

White compels Black to mate in three moves.

No. 1592.

Motto: "Double entente."

(T. P. No. 40.)

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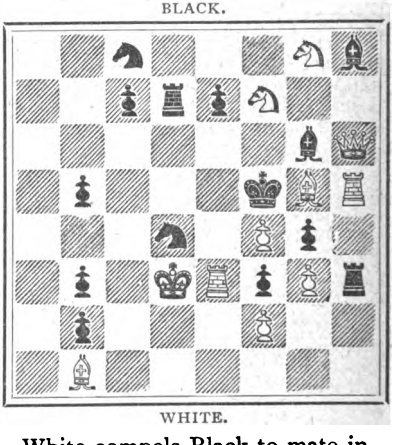

WHITE.

White compels Black to mate in three moves.

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PROBLEMS.

No. 1593.

By MRS. W. J. BAIRD, Brighton.

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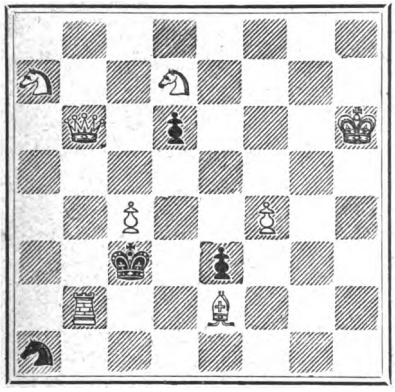

WHITE.

White mates in two moves.

No. 1594.

By MRS. W. J. BAIRD.

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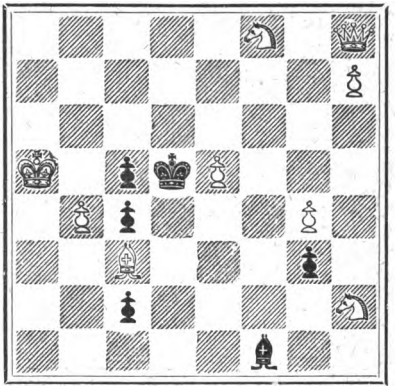

WHITE.

White mates in three moves.

No. 1595.

By MRS. W. J. BAIRD.

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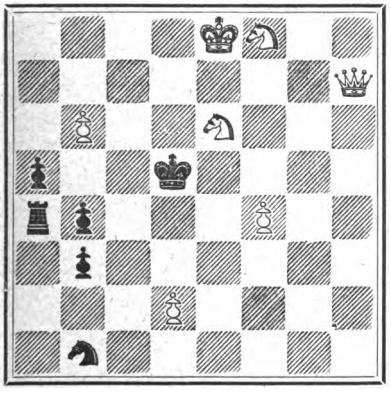

WHITE.

White mates in three moves.

No. 1596.

By MRS. W. J. BAIRD.

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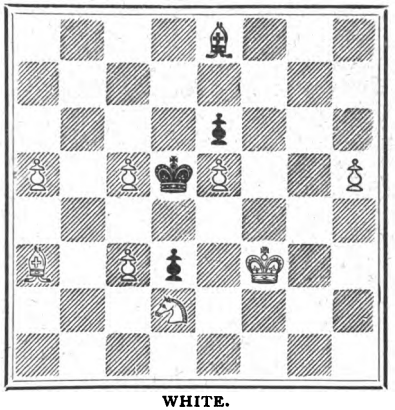

WHITE.

White mates in four moves.

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PROBLEMS.

No. 1597.

By A. C. WHITE, New York.

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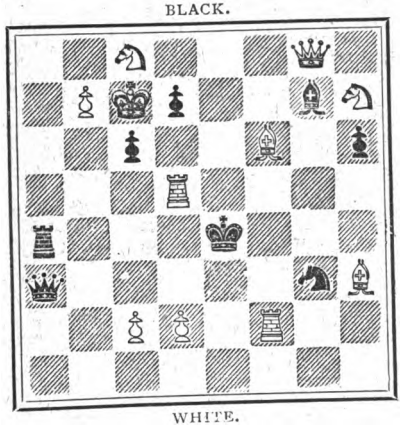

WHITE.

White mates in two moves.

No. 1598.

By G. E. CARPENTER, Tarrytown, U.S.A.

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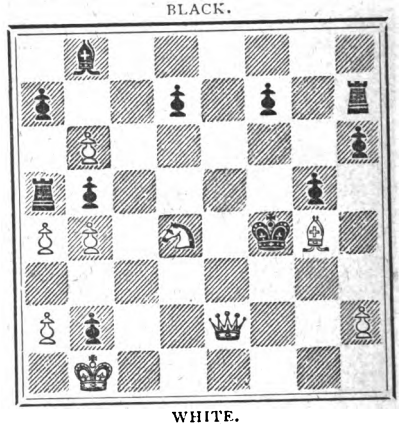

WHITE.

White mates in three moves.

No. 1599.

By G. H. CLUTSAM, London.

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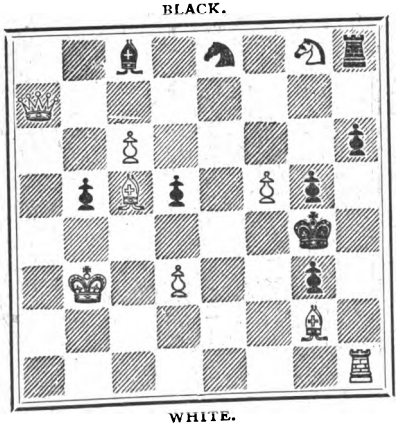

WHITE.

White mates in three moves.

No. 1560.

By W. FINLAYSON, Edinburgh.

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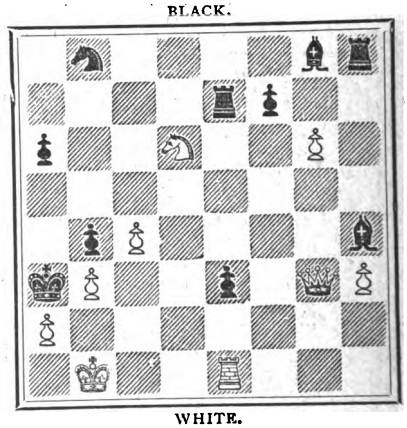

WHITE.

White mates in four moves.

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BRITISH CHESS MAGAZINE

MAY, 1901.

THE DISTRIBUTION OF TOURNEY FUNDS

COMPILED BY "CLUEN

THE November number of the *Wiener Schachzeitung* contains an interesting article by Herr Victor Tietz, of Carlsbad, entitled:—"Concerning a new system of prize allotment." In giving its substance in English, two of Herr Tietz's technical terms will be retained, for neither of which is it easy to find a short and exact English equivalent. These are "sieger" and "durchschuitt," the latter meaning the exact half of n, the total number of games to be played in a single-round tourney by each of $(n+1)$ competitors; and the former meaning any one of the $(n+1)$ competitors whose final plus score is in excess of the "durchschuitt." Herr Tietz writes to the following effect:—

It has often been noted that in chess tourneys, the cash prizes, according to the customary arrangement, bear no proper relation either to the number or to the comparative rank of the participants. The first prize is awarded to the player making the best score, without thought as to the greater or the less amount of his pre-eminence; and the second best receives the second prize, which, whether the gap separating him from the first be broad or narrow, is fixed in value. This process is continued down to the seventh or eighth place; and then the prize list comes to an abrupt end, and no one knows why the occupant of the ninth place has no claim to a prize.

Would it not be more to the purpose to let the question of how many prizes should be provided out of the prize fund be answered by the results of the tourney itself; and to arrange that actual experience should determine the grading of the prizes? In this way, much injustice might be rectified; for example, the result of a sudden variation in the chess force of the first prize-winner, so soon as the destination of the first prize is placed outside the region of doubt.

In the London Master Tourney of 1883, Zukertort's score of 22 out of 23 games secured him the first place; but by careless handling of his

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last three games he lost them all, two of the three losses being to weak players whom he might have beaten with ease. As a simple matter of fact, he no longer needed to win. In the same way, it seems doubtful whether Lasker would have lost his last game in the Nuremberg Tourney of 1896, or unceremoniously drawn his last game in the Paris Tourney of 1900, if by the winning of these games he had been offered the opportunity of increasing the values of first prizes already assured. Hence the number of won games ought to affect not only the order of the prize winners, but also the values of the prizes won.

At first sight this would seem to be practicable, if each won game were to have a similar effect on the prize fund. This system of distribution would fail, however, to meet the difficulty. For example: a first prize-winner may lead by half a point; but he would not be satisfied if the advantage of his place as compared with the second should be no more than the value of half a won game.

Considerably greater would be the difference in the prizes if the wins taken into account were the wins only, that are in excess of the "durchschuitt." In that case, any player who had won more than half of his games would be treated as a prize-winner; and the wins scored by the remaining participants in the tourney would be ignored. It is assumed, as a foundation, that an excess over the "durchschuitt" ought to be essential as a condition for a prize. If the number of prizes be fixed beforehand, it will happen, only too often, that, on the one hand, the "siegers" will receive no reward, as, for example, lately in Paris, Schlechter, Janowsky, and Showalter; and, on the other hand, unsuccessful players may snap up the last prizes, the value of which ought logically to go to increase the rewards of the real "siegers." Thus in London, in 1899, five prizes were carried off by Showalter and Mason, by Showalter with $12\frac{1}{2}$ out of 27; by Mason with 12—half of Mason's points, moreover, being for drawn games.*

We will now give an example to show how prizes determined in the way suggested compare with prizes determined according to the practice hitherto in use. In the last but one of the Master Tourneys of the German Chess Association, Cologne, 1898, the "durchschuitt" was $7\frac{1}{2}$, and the scores in excess were as shown below—(game points being taken, in order to avoid fractions, at 2 for each win, and at 1 for each draw):—

	Games in excess.	Points.
Burn	4	8
Charousek	3	6
Cohn	3	6
Tschigorin	3	6
Steinitz	2	4
Schlechter	$1\frac{1}{2}$	3
Showalter	$1\frac{1}{2}$	3
Berger	$\frac{1}{2}$	1
Totals	$18\frac{1}{2}$	37

* It should in no wise be said that the losing competitors in any case should receive no indemnification for their toil, their time, and their expenditure. But this indemnification should never be in the form of a "prize." A prize is, or ought to be, a recognition of a distinguished performance.

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The prize fund was 3,450 marks, and hence the value of each of the 37 points would be 93·243 marks; and the gradation of the prizes would be as shown below:—

1.	Burn	745·95	marks.
2.	Charousek	559·46	,,
3.	Cohn	559·46	,,
4.	Tschigorin	559·46	,,
5.	Steinitz	372·97	,,
6.	Schlechter	279·73	,,
7.	Showalter	279·73	,,
8.	Berger	93·44	,,
		3450·00	,,

The actual distribution of the prize fund was as follows:—

1.	Burn	1000	marks.
2.	Charousek	550	,,
3.	Cohn	550	,,
4.	Tschigorin	550	,,
5.	Steinitz	300	,,
6.	Schlechter	175	,,
7.	Showalter	175	,,
8.	Berger	100	,,
9.	Janowsky	50	,,
		3450	,,

It will be observed that according to the new system, the gradations of the first seven prizes are less abrupt than under the hitherto established system of distribution. This would not satisfy the advocates of an especially large first prize. In fact, the conviction obtrudes itself that by distributing prizes by a system of taking account only of won points in excess of the "durchschuitt" the correct order would not be arrived at. This is because of the increasing difficulty, with an increasing number of competitors, of reaching a high point scale.

This order, however, would be obtained if in a completed tourney the game totals credited to the several prize-takers were worked in with the respective excesses of their won games over the "durchschuitt," as in the manner following:—

Burn won 8 points over the "durchschuitt"; his total score was $11\frac{1}{2}$ wins, equivalent to 23 points. 8 times 23 are 184. Charousek won 6 points over the "durchschuitt"; his total score was $10\frac{1}{2}$ wins, equivalent to 21 points; 6 times 21 are 126; and so on.

Hence the following tables may be formed:—

Rank.	Names.	Won Points.	Points over the "Durchschuitt."	Relative Scale Numbers.
1.	Burn	23	8	184
2.	Charousek	21	6	126
3.	Cohn	21	6	126
4.	Tschigorin	21	6	126
5.	Steinitz	19	4	76
6.	Schlechter	18	3	54
7.	Showalter	18	3	54
8.	Berger	16	1	16

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		Percentages.	Prizes.
1.	Burn	24·147	833·07 marks.
2.	Charousek	16·525	570·46 ,,
3.	Cohn	16·535	570·46 ,,
4.	Tschigorin	16·535	570·46 ,,
5.	Steinitz	9·975	344·14 ,,
6.	Schlechter	7·087	244·50 ,,
7.	Showalter	7·087	244·50 ,,
8.	Berger...	2·099	72·41 ,,
		100	3450 ,,

Even if the first prize fall, in any case, below the customary scale, this will only show that, in that particular tourney, there has not been sufficient superiority to increase the first prize, which would have happened, of course, at the expense of the other prizes.

The variations to which the prizes of individual winners would have been subject through better or worse performance is brought out by the following table. This shows the shares of the total prize funds that in the tourneys since 1887 would have fallen to the first and second prizes, in case that the allocations had been made in accordance with the aforementioned scheme:—

Tourneys held at.	Years.	Numbers of.		Totals of Scales of Points for Prizes.	Points that would have gone to.		Prize Fund percentages.	
		Competitors.	Prize-win'rs.		Prize I.	Prize II.	Prize I.	Prize II.
Leipzig	1877	12	5	402	126	102	31·34	25·37
Paris	1878	12	8	1258	363	363	28.86	28·86
Leipzig	1879	12	5	358	152	126	42.46	35·20
Wiesbaden ...	1880	16	8	788	154	154	19·54	19·54
Berlin	1881	17	8	826	336	132	40·68	15·98
Vienna	1882	18	9	3651	672	672	18·41	18·41
London... ...	1883	14	8	2276	792	456	34·80	20·04
Nuremberg ..	1883	19	9	1055	280	243	26·54	23·03
Hamburg ...	1885	18	10	1012	168	138	16·60	13·64
Hereford ...	1885	11	6	324	96	75	29·63	23·15
London... ...	1886	13	6	339	85	85	25·07	25·07
Nottingham ...	1886	10	5	276	112	70	40·58	25·36
Frankfort ...	1887	21	9	1183	300	189	25·36	15·97
Bradford ..	1888	17	8	1054	297	192	28·18	18·22
New York ...	1889	20	8	6002	1160	1160	19·33	19·33
Breslau	1889	18	9	732	234	138	31.97	18·85
Amsterdam ...	1889	9	4	185	84	48	45·41	25·95
Manchester ..	1890	20	11	1206	372	150	30·85	12·44
Dresden ...	1892	17	9	748	192	105	25·67	14·04
Leipzig	1894	18	9	1152	270	234	23·44	20·31
Hastings ...	1895	22	9	1570	396	352	25·22	22·42
Nuremberg ...	1896	19	10	1073	243	175	22·65	16·31
Buda-Pesth ...	1896	13	7	297	85	85	28·62	28·62
Berlin	1897	19	10	1046	243	208	23·23	19 89
Vienna	1898	19	9	4227	1045	1045	24·72	24·72
Cologne ...	1898	16	8	762	184	126	24·15	16·54
London... ...	1899	14	7	2234	810	324	36·26	14·50
Paris	1900	17	11	1535	377	225	24·56	14·66
Munich	1900	16	6	890	216	216	24·27	24·27

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The statistics of some of the smaller tourneys show, by simple inspection, in what ways less numerous sharings of the prize fund affect only a few of the prize-takers, so that to the individual prizes there must naturally fall a greater "quote." Strikingly large differences between the first and second prizes are found in the Berlin Tourney of 1881; the London Tourney of 1883; the Manchester Tourney of 1890; and the London Tourney of 1899. We see clearly that in these tourneys the several first prize-takers must have shown great superiority over their several competitors. As a matter of fact, in the Berlin Tourney of 1881, Blackburne was to Zukertort, the second prize-taker, as 14 to 11—an advantage of 3 full games with a "durchschuitt" of 8; in the London Tourney of 1863, Zukertort was to the second (Steinitz) as 22 to 19—an advantage of 3 full games with a "durchschuitt" of 13; in the Manchester Tourney of 1890, Tarrasch was to his immediate successor (Blackburne) as $15\frac{1}{2}$ to $12\frac{1}{2}$—an advantage of 3 full games with a "durchschuitt" of $9\frac{1}{2}$; and in the London Tourney of 1899, Lasker was to the next three, Pillsbury, Janowsky, and Maroczy, who tied for second place, as $22\frac{1}{2}$ to 18—an advantage of $4\frac{1}{2}$ full games with a "durchschuitt" of $13\frac{1}{2}$. Hence the great differences which have been noted in these specially cited tourneys were justified.

How much under the application of this mode of reckoning Zukertort would have injured himself by the loss of the last 3 of his 26 games in the London Tourney of 1883, is shown by this fact. His actual score of 22 games gave him 34·80 per cent. of the prize fund; but the winning of 25 games would have given him 45·87 per cent.—the difference, for a total prize fund of £1,000, being £110 14s. 0d.

The method that has been described of allocating the prize fund aims at making the issue of each single game played against a prize-taker affect the result of his prize. What did it profit Marco at Munich, for example, to draw against Pillsbury and Schlechter, who were the two leaders; and to win from Janowsky, his "double" as he was wont to be called? Had Marco lost against the leaders and drawn with Janowsky, he would have reduced his total score by $1\frac{1}{2}$, but, as a matter of fact, he would still have received his fifth prize of 300 marks. Quite otherwise would have been the result if the method of distributing the prize fund had been the method herein described. This would have been the consequence:—by his actual score of 10 wins, Marco would have received 11·24 per cent. of the prize fund, or 438 marks; by his supposed score of $8\frac{1}{2}$ wins, he would, without alteration in his tourney place, have received only 3·74 per cent. of the prize fund, or 146 marks.

One sees, also, from Marco's Munich score what palpable inconsistency occurs under the system of fixed prizes. Marco with 10 wins—$2\frac{1}{2}$ in excess of the "durchschuitt"—received a prize of 300 marks, whilst Cohn, with two full games behind, that is with $\frac{1}{2}$ win in excess of the "durchschuitt," succeeded in gaining the not much smaller prize of 250 marks. There may now follow a comparative examination of the magnitude of the prizes in the Vienna Tourney of 1898, and in the London Tourney of 1899, according to the system actually adopted, and according to the system now proposed:—

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	Order.	Names.	Score of Wins.	Value of Prizes. Present System.	New System.
Vienna Tourney of 1898.	1	Tarrasch	27½	6000 crowns	4450 crowns
	2	Pillsbury	27½	4000 ,,	4450 ,,
	3	Janowsky	25½	2500 ,,	3258 ,,
	4	Steinitz	23½	1500 ,,	2202 ,,
	5	Schlechter	21½	1000 ,,	1282 ,,
	6	Burn	20	750 ,,	681 ,,
	7	Tschigorin	20	750 ,,	681 ,,
	8	Lipke	19½	550 ,,	498 ,,
	9	Maroczy	19½	550 ,,	498 ,,
	10	Alapin	18	400 ,,	——
London Tourn. of 1899.	1	Lasker	22½	£250	£290
	2	Pillsbury	18	£115	£116
	3	Janowsky	18	£115	£116
	4	Maroczy	18	£115	£116
	5	Schlechter	17	£65	£85 5s.
	6	Blackburne	15½	£50	£41 10s.
	7	Tschigorin	15	£40	£32 5s.
	8	Showalter	12½	£30	——
	9	Mason	12	£20	——

In conclusion, the question may be discussed of allotting part of the tourney funds to the defeated competitors. Allocations of prizes in accordance with former practice fulfil, to some extent, the purpose of offering to successful competitors an indemnification for expenditure; and, in any case, it is only the overplus money that avails as true prizes, as real wins. The player who wins no prizes, but who, nevertheless, contribute, by their participation and by their material sacrifices, to making a tourney possible, may well put forward a claim to a certain indemnification. The material sacrifices must, in the case of all participants, be approximately equal; but the indemnification should be brought, in the case of each individual, to a definite ratio to the chess performances. It is recommended, therefore, that the tourney fund should be divided into two parts—an "indemnification fund" for all players, including winners of prizes; and a suitable "prize fund" for the "siegers." The first, which, perhaps, might reach to one third of the tourney fund, would be shared by all competitors in proportion to their won games; and then would come the prize fund proper, consisting of the remaining two-thirds of the tourney fund, for distribution, on the method already described, among the "siegers."

The advantage of this mode of division is obvious. Its effect would be that all the participants, without exception, would continue to be interested in the issue of the tourney right up to the end. No tourney would resolve itself into an apotheosis of one or two of the swell masters, for whose greater glorification a ring of friendly spectators is invited, and after conscientiously doing their duty is allowed, in an equally friendly way, to go empty away.

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By employing the combined system of distribution, the Vienna Kaiser Jubilee Tourney, for example, would have yielded the following results:—

Participants.	Points won.	Points in excess of the "durchschnitt."	Proportional Point Scale for Prize Fund Distribution.	Value of Prize.	Payment for Wins.	Total.	Amounts actually paid.
				Crowns.	Crowns.	Crowns.	Crowns.
Tarrasch	55	19	1045	2967	483	3450	6000
Pillsbury	55	19	1045	2967	483	3450	4000
Janowski	51	15	765	2172	447	2619	2500
Steinitz	47	11	517	1468	412	1880	1500
Schlechter	43	7	301	854	377	1231	1000
Burn	40	4	160	454	351	805	750
Tschigorin	40	4	160	454	351	805	750
Lipke	39	3	117	332	342	674	550
Maroczy	39	3	117	332	342	674	550
Alapin	36	—	—	—	316	316	400
Blackburne	34	—	—	—	298	298	—
Schiffers	34	—	—	—	298	298	—
Marco	33	—	—	—	290	290	—
Showalter	30	—	—	—	263	263	—
Walbrodt	29	—	—	—	254	254	—
Halprin	28	—	—	—	246	246	—
Caro	25	—	—	—	219	219	—
Baird	16	—	—	—	140	140	—
Trenchard	10	—	—	—	88	88	—
			Totals	12000	6000	18000	18000

To the preceding article Herr Marco appended the following editorial postscript. The author's fundamental deductions are emphatically commended to the earnest notice of the chess public. It must be unfortunately acknowledged that in the arrangement of great tourneys the tendency shows itself more and more to have a first prize, and it may be a second prize, that will cause a stir, while the other prizes sink to an empty formality.

Esteemed chess friends, such as Johann Berger, in Gratz, W. Sonneborn, in London, &c., have repeatedly struggled against the current modus; and have worked out systems which aim at a more equitable distribution of prizes. The new ideas appeared in the world at first somewhat shamefacedly, and in the form of modest tentative proposals. They were attacked, intimidated and put to silence by the old and time-honoured theories; and hence managers of tourneys cling to the old system, that ought to have become decrepit, of 5, 6,——*n* prizes, the magnitudes of which are fixed in advance. This being the custom, it is impossible for a sagacious committee to bring the gradations of the prizes into harmonious relation with the actual performances of the competitors. This is well illustrated by two gross failures of recent date. In Paris, Tschigorin with 10½ points obtained 1,000 francs, while for tie scores of 10 points each, Marco and Mieses had to be content with 300 francs. The slight difference of a single half-point was rewarded in Paris with 700 francs. In Munich, on the contrary, Marco with 10 points, and with a strong lead of 2 points over Cohn, who had only 8 points, received only 50 marks more than he. In this case, then, the value of half a point was only 12½ marks.

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Herr Tietz's quest is for a fixed ratio between "Performance" and "Prize." In lieu of arbitrariness of gradation, he proposes fixity of law. Moreover, he, for the first time, gives a clear and indisputable definition of the meaning of the word "sieger." Hitherto, the winner of a prize was a "sieger"; in a tourney there have been many prizes; and so, also, it has given many "siegers." Nay, if prizes have been available in sufficient quantity, it may even have chanced that with no prize points at all, a player may have returned home as a "sieger." Herr Tietz has gone straight at the fundamental confusion between the terms "sieger" and "prize-winner." Hence his suggestion of a rational and common sense system that will suit all players. Its obvious merits are:—

(1) That each game of a tourney would be played with full strength, since, otherwise, every half-point not won would improve the position of an opponent.

(2) That since every player would have a chance, no competitor would retire from a tourney, except on compulsion.

(3) That each player would receive, not a capricious hard and fast amount, which often absurely high is at other times much two small, but a prize, which would correspond to his performance.

(4) That the system would encourage participation in tourneys by young and fresh players, who, because of the want of sufficient chances under the system hitherto in use, have preferred to stay at home.

Herr Tietz's paper was briefly discussed in the January number of the *Wiener Schachzeitung* by Herr Franz Drobny, of Salzburg. He said that Herr Tietz's interesting suggestions might well find approval with those who have considered the manifest want of equity in the system now customary of determining the values of tourney prizes.

The principles enunciated by Herr Tietz establish a "prize fund" for the "siegers"; establish an "indemnification" fund for the whole of the participants; determine the amounts of prizes according to merit of performance, and gradation consequent on performance; and, clearly, they are very sound, and deserve the fullest consideration. Acting on Herr Marco's suggestion, attention may be directed, however, to one point in the Tietz system, that might, under certain circumstances, lead in the prize distribution to a very unacceptable result. The point is the arbitrary fixing of the "prize fund" at two-thirds of the tourney fund; and of the "indemnification fund" at one third. Suppose the case that the players in a tourney are of approximately equal chess strength, and that only one or two of them are a little stronger, or a little more favoured by luck. There is then a galaxy, not a bright particular star; and, certainly, this is a chance that should not be regarded as either abnormal or impossible. It may easily happen that of a field of players the score of only one—or it may be two—is in excess of the "durchschuitt"; and that, through the mutual injury of one another, the scores of all the others fall just below.

The result of this would be that the "prize fund"—amounting to two thirds of the available total—would fall wholly to one player, or, it might be, to two players; whilst the "indemnification fund"—of only half the amount—would have to be divided among the whole of the competitors—the prize-takers sharing, and rightly sharing, in proportion to their won games. Thus the two lucky prize-winners would pocket a disproportionately

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large amount; and only a minimum share of the "indemnification" fund would remain for the rest of the participants.

An example will make this clear. Take a tourney of, say, eight competitors, and assume, for the sake of simplicity, that each of the competitors has to play only one game with every other. Let the total tourney fund be 1,200 crowns; the prize fund, on the Tietz system, 800 crowns; and the indemnification fund, 400 crowns.

Assume the results of the play to be as shown in the accompanying table.

Players.	A	B	C	D	E	F	G	H	Totals.
A	—	0	1	½	1	1	½	½	4½
B	1	—	1	0	½	½	½	1	4½
C	0	0	—	½	½	1	1	½	3½
D	½	1	½	—	½	0	0	1	3½
E	0	½	½	½	—	1	½	0	3
F	0	½	0	1	0	—	1	½	3
G	½	½	0	1	½	0	—	½	3
H	½	0	½	0	1	½	½	—	3
Losses	2½	2½	3½	3½	4	4	4	4	28

Consequently, the scores of two players are each 1 point in excess of the "durchschuitt"; the scores of two others just reach the "durchschuitt"; the scores of the other four all fall below.

Then on the Tietz system, the distributions of the prize fund and the won-games fund would be as shown in the following table:—

Players.	From Prize Fund.	From Won-Games Fund.	Total Distributions.
A	400 crowns	64·4 crowns	464·4 crowns
B	400 ,,	64·4 ,,	464·4 ,,
C	——	50·0 ,,	50·0 ,,
D	——	50·0 ,,	50·0 ,,
E	——	42·8 ,,	42·8 ,,
F	——	42·8 ,,	42·8 ,,
G	——	42·8 ,,	42·8 ,,
H	——	42·8 ,,	42·8 ,,
Totals	800 crowns	400·0 crowns	1200·0 crowns

Thus, under the Tietz system, each of the prize-winners would receive 464·4 crowns; and because the prize fund of 800 crowns would be wholly divided between two of the players, the two next competitors, who are behind by one game, one-seventh of the possible total, would each receive only 50 crowns. As for the won-games fund, or "indemnification" fund, eight players would share in it; and nine twenty-eighths thereof would fall to the two prize-takers. The natural result of such a "galaxy" would be

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"prizes" which would be unreasonably and disproportionately high; and "indemnifications" which would be too small.

It might be suggested that the remedy might be found in the exclusion of the prize-takers from sharing in the indemnification fund. This, also, would be a faulty rule. It might happen, for example, in another tourney that the scores of many players might be in excess of the "durchschuitt," and that only one or two of the weak ones might come out empty; and in this case the indemnification amount might be larger than the last of the prizes. That, also, would be illogical. Also, it would profit little to decline to regard as a prize-taker any competitor whose score is exactly one half of the "durchschuitt." For then, the foregoing tourney table would allow itself to be so easily metamorphosed that C and D who now show $3\frac{1}{2}$, being one half of the wins possible, would be squeezed down to 3 won games. So this flaw is not to be removed in this way. "On these grounds," says Herr Drobny, "I have been induced to inquire if I could not find something else."

It is clear, on close examination, that the assumption of a fixed ratio between prize fund and indemnification fund, without regard to the number of the "siegers," is as arbitrary as the assumption of a prize determined without regard to performance. The example just given makes it evident that a logical relation will have to be expressed between the number of the "siegers," and the proportionate magnitude of the prize fund as compared with the indemnification fund. Now one cannot know the number of the "siegers" beforehand; and, thus, one cannot assume beforehand a fixed value for the ratio. One must therefore try to obtain a universal relation, which shall apply to all possible cases; and which in each shall be logically possible.

Let, then, P be the prize fund; n the number of the competitors; s the number of the "siegers"; S the total amount of the tourney fund. Then $S—P$ will be the indemnification fund; and the following suggests itself as the plain and simple formula for expressing the relation between P and S:—

$$P : S = s : n.$$

On this view, the relation between P and $(S—P)$ will be a matter of arithmetical computation after the completion of a tourney; and with the help of the actually ascertained number of the competitors qualified to be classed as "siegers."

Let us test the preceding formula by extreme examples, and for the sake of clearness and precision, let n be taken equal to 8, as in the tourney of which the supposed tabulated results have been given above. Suppose, first, that the number of "siegers" is large, say 6. Then also would the prize fund be large, namely three-fourths of the total tourney fund. Suppose, secondly, that the number of "siegers" is small, for example, only 1. Then the prize fund would be small and the indemnification fund would be large. The performance of the solitary prize-taker has been a very excellent one, and its merit would be acknowledged by a large award in the way of indemnification; the prize amount would be, quite logically, comparatively small, the merit of many triumphs over weak competitors not being very great. Lastly, take the still more improbable case mentioned by Herr Marco

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in the course of his remarks on the Tietz scheme, that there is equality in the performances of all the competitors. As is manifest, under this supposition, there is no "sieger"; in the preceding formula s is zero and then P is zero, which means that the indemnification fund would be equal to the whole of the tourney fund; and that the tourney fund would be equally divided between the players. This would be perfectly right, and perfectly logical.

If we suppose a tourney ending as shown in the table above, the prize fund will be one-fourth of 1,200 crowns, or 300 crowns, as against 800 crowns on the Tietz system; and the value of each won game will be one twenty-eighth of 900 crowns, or 32·143 crowns. Hence the distribution of the tourney funds will be as shown in the following table:—

Players.	From Prize Fund.	From Won-Games Fund.	Total Distributions.
A	150 crowns	144·64 crowns	294·64 crowns
B	150 ,,	144·64 ,,	294·64 ,,
C	——	112·50 ,,	112·50 ,,
D	——	112·50 ,,	112·50 ,,
E	——	96·43 ,,	96·43 ,,
F	——	96·43 ,,	96·43 ,,
G	——	96·43 ,,	96·43 ,,
H	——	96·43 ,,	96·43 ,,
Totals	300 crowns	900·00 crowns	1200·00 crowns

This division would manifestly correspond far better to the performances than would a division on the Tietz system.

"Therefore," says Herr Drobny in conclusion, "I believe myself able to recommend this simple modification of the Tietz system for consideration in connection with future tourneys."

On which concluding remark a word or two may be added. The term "indemnification" seems to imply fair remuneration, on some sort of approximately uniform scale, for time expended in reaching the tourney head-quarters; and for time expended in playing the n games that are the full table for each of the $(n+1)$ tourney competitors. Let $£W$ be the whole tourney fund; and let $£r$ be the value of the time that a competitor has to allot to the playing of the whole of his n games. [This $£r$ ought, of course, to be roughly proportional to j, the number of days required by a competitor to go from his home to the tourney head-quarters and back again, together with d, the number of days over which the play in the tourney is to extend.] Then the indemnification fund, proper so called, is equal to $£r\,(n+1)$; and the balance or $[£W - £r\,(n+1)]$ is the tourney fund proper. It is suggested that this is the amount that ought to be represented by Herr Drobny's symbol $£S$. Then it would remain to divide $£S$ into two "prize" amounts; one, of generally major importance, $£P$, for distribution among the s "siegers" of the tourney; the other $(£S - £P)$—generally of minor importance—for distribution among the whole of the $(n+1)$ competitors, by way of recognition of the relative merit of individual performances in the way of won games.

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SOME ADVICE TO A YOUNG PLAYER.

(Continued from p. 142.)

THE final attack on the King with which every completed game of chess concludes is prepared for during its progress by various means, and chess strategy concerns itself not only with the favourable dispositions of forces, but incidentally, with the setting of traps and the construction of pitfalls to the detriment of the enemy. Many of these traps occur in the openings, some are of hoary antiquity, a few of recent date, and as you will inevitably meet with them later, it is well that you should make the acquaintance of some of their family.

One simple trap may occur after 1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—Q B 3; 3 B—B 4,—Black playing here Kt—Q 5. Here is offered the bait of K P, and if this be taken then follows 4..., Q—Kt 4, attacking both Kt and Kt P; if 5 Kt × B P, Q × Kt P; 6 R—B sq, Q × K P ch, winning, and if 5 Kt—Kt 4, P—Q 4; gaining a piece. The move 3..., Kt—Q 5, ostentatiously offering the Pawn, would be likely to arouse some suspicion, but the same snare may be set when White, after Black has declined the Evans Gambit by B—Kt 3, advances the Kt P, attacking the Kt. Now the Kt must move, and as to Q 5 seems as natural a move as any, the same trap has a better chance of succeeding. The somewhat Machiavelian moral of this is—When bent on deceit, cloak your ultimate intentions. Another similar trap in the Evans is when Black takes the Gambit Pawn with Kt instead of B. Here again the protection of the K P is removed, and again it cannot be captured without loss, as the reply Q—B 3 wins a piece at the least.

The Ruy Lopez, though a dullish opening, is prolific of strategems: after 1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—Q B 3; 3 B—Kt 5, Kt—B 3; 4 P—Q 3, Black may try ... Kt—K 2, and if the first player take the K P with Kt, then 5..., P—B 3 wins a piece for two Pawns, although here Black must beware of 6 Kt—B 4, which threatens a smothered mate.

Again, 1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—Q B 3; 3 B—Kt 5, P—Q R 3; 4 B—R 4, Kt—B 3; 5 Castles, P—Q 3; 6 P—Q 4, P—Q Kt 4; 7 B—Kt 3, P × P; and if White now weakly play 8 Kt × P, he loses a piece by ... Kt × Kt; 9 Q × Kt, P—Q B 4; 10 Q moves, P—B 5.

A prime favourite with many players is the following neat scheme, which deceives the majority of players on its first appearance: 1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—Q B 3; 3 B—Kt 5, Kt—B 3; 4 Castles, Kt × P; 5 R—K sq, Kt—Q 3; 6 Kt—B 3, Kt × B; 7 Kt × P; Black should now play B—K 2, in which case he would not have much the worst of the game. Suppose however he play ... Q Kt × Kt, then 8 R × Kt ch, B—K 2; 9 Kt—Q 5, Castles; 10 Kt × B ch, K—R sq; 11 Q—R 5 (threatening Q × R P ch, and mate next move), P—K Kt 3; 12 Q—R 6, and if P—Q 3; 13 R—R 5, P × R; 14 Q—B 6 mate. If on the other hand Black play 7..., K Kt × Kt, he loses a piece by 8 Kt × Kt dis. ch, B—K 2; 9 Kt × B, Kt × Q; 10 Kt—Kt 6 dis. ch, Q—K 2; 11 Kt × Q, &c.

In the Queen's Gambit Declined, after 1 P—Q 4, P—Q 4; 2 P—Q B 4, P—K 3; 3 Kt—Q B 3, Kt—K B 3; 4 B—K Kt 5, Q Kt—Q 2; 5 P × P, P × P. Here 6 Kt × P seems to win that P, whereas it loses a piece by Kt × Kt; 7 B × Q, B—Kt 5 ch.

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The late Mr. Boden used to define a gambit as "an opening in which you sacrifice a Pawn or piece for the sake of obtaining the *worse* position," and the gambit which bears his name undoubtedly answers to his description. It is this,—1 P—K 4, P—K 4; 2 B—B 4, Kt—K B 3; 3 Kt—K B 3, Kt × P; 4 Kt—B 3, Kt × Kt; 5 Q P × Kt, Black's correct reply is P—K B 3 (it is well to note that this is an exception to the rule that the K P should not be thus supported in the opening), and with care he can get the best of the argument. If however he play the natural looking P—Q 3, he is at once in difficulties, as White continues 6 Kt × P, Q—K 2 (if P × Kt; 7 B × P ch, and wins Q); 7 B × P ch, K—Q sq; 8 Castles, Q × Kt; 9 R—K sq, Q—B 3 (if B—Kt 5; 10 R × Q, B × Q; 11 B—Kt 5 ch, K—B sq; 12 R × B, &c.); 10 R—K 8 ch, K—Q 2; 11 Q—Kt 4 ch, K—B 3; 12 B—Q 5 ch, winning.

Positions not infrequently occur in the openings and notably in the French Defence, where—one player having Castled on King's side, and his Knight absent from K B 3—his opponent may play B × R P ch, and on King retaking check with Kt at Kt 5, with a fine attack. The possibility of an attack of this nature should be kept in mind whenever the Knight has to be removed from his post at K B 3. The following moves, which have occurred more than once in actual play, shew well the perils of such a position. 1 P—K 4, P—K 3; 2 P—Q 4, P—Q 4; 3 Kt—Q B 3, Kt—K B 3; 4 B—Kt 5, B—K 2; 5 B × Kt, B × B; 6 Kt—B 3, Castles; 7 B—Q 3, P—Q B 4; 8 P—K 5, B—K 2; 9 P—K R 4 !, Kt—Q B 3 ?; 10 B × P ch !, K × B; 11 Kt—Kt 5 ch, B × Kt; 12 P × B ch, K—Kt sq; 13 Q—R 5, P—K B 4; 14 P—Kt 6, and mates next move. Black has overlooked the force of the attack, he should have prevented it by playing 9..., P—K B 4; he also might have tried 11..., K—Kt 3, but the mischief is then done, for 12 Q—Q 3 ch, P—K B 4; 13 P × P *e.p.*, K × P; 14 Q—B 3 ch, K—Kt 3; 15 P—R 5 ch, K—R 3; 16 Q—Q 3, and will mate in a few moves or win the Q.

In the Scotch Gambit are several pitfalls; 1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—Q B 3; 3 P—Q 4, P × P; 4 B—B 4, B—B 4; 5 Kt—Kt 5, Kt—R 3; 6 Q—R 5—the B P is in further need of support, and this should be afforded by ... Q—K 2; but if ... Kt—K 4, White wins a piece by the odd looking move of 7 Kt—K 6, and this in a rather subtle manner, viz., 7 Kt—K 6, P × Kt; 8 Q × Kt, B—B sq; 9 B × Kt, P—B 3; 10 Q—R 5 ch, P—Kt 3; 11 Q—R 4. If, however, Black has played correctly 6 .., Q—K 2; 7 Castles, P—Q 3; 8 P—K B 4? (P—K R 3 is necessary), B—K Kt 5; 9 Q—R 4, B—K 7; 10 B × B, P—Q 6 dis. ch; 11 K—R sq, P × B; 12 R—K sq or B 3, Kt—Q 5. and will win the exchange.

Again in the Scotch, after 1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—Q B 3; 3 P—Q 4, P × P; 4 Kt × P, B—B 4; 5 B—K 3. if Black instead of the proper move Q—B 3, should play Kt—B 3, he will lose a piece by 6 Kt × Kt. Another useful point may be here noted. After the first four moves as above, should White play 5 P—Q B 3 instead of B—K 3, Black can do better than form the usual position by Q—B 3, by playing Q—K 2, and the apparently trivial change in the sequence of the two moves will cause White some little embarrassment.

In the Giuoco Piano, 1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—Q B 3; 3 B—B 4, B—B 4; 4 P—B 3, P—Q 3; 5 P—Q 4, P × P; 6 P × P, B—

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Kt 5 ch; 7 K—B sq, and if Kt—B 3; 8 P—Q 5 would win a piece.

A most elegant attack arising from an innocent looking position is Steinitz's variation:—Moves 1 to 3 as before; 4 P—Q 3. Kt—B 3; 5 Castles, P—Q 3; 6 B—K Kt 5?, P—K R 3; 7 B—R 4, P—K Kt 4; 8 B—Kt 3, P—K R 4; 9 Kt × P, P—R 5; 10 Kt × B P, P × B; 11 Kt × Q, B—K Kt 5; 12 Q—Q 2, Kt—Q 5, and wins in many interesting variations.

In the King's Bishop's Opening, 1 P—K 4, P—K 4; 2 B—B 4, B—B 4; 3 P—Q B 3, Kt—K B 3; 4 P—Q 4, P × P; 5 P—K 5. Black should reply with ... P—Q 4; if he venture ... Kt—K 5; 6 Q—K 2, Kt—Kt 4; 7 P—B 4, Kt—K 3; 8 P—B 5, Kt—B sq; 9 Kt—B 3, 10 P × P, Kt—Kt 5, and Black is in sad case.

In most of the above traps, injury if not disaster happens to the receiver of the gift. The offers of Piece or Pawn in the more venturesome gambits cannot however be considered as traps, as the recipient may with some knowledge and care usually avoid all dangers.

There is a pit in the Kieseritzky into which the inexperienced player of that gambit may easily fall. 1 P—K 4, P—K 4; 2 P—K B 4, P × P; 3 Kt—K B 3, P—K Kt 4; 4 P—K R 4, P—Kt 5; 5 Kt—K 5, B—Kt 2; 6 Kt × Kt P, P—Q 4. White should now retire Kt—B 2, but he loses if he capture Q P. 7 P × Q P, Q—K 2 ch; 8 K—B 2 (if Q or B cover, B × Kt), B—Q 5 ch; 9 R—B 3, B × Kt ch; 10 K × B, Kt—B 3 ch; 11 K—R 3 !, Q—Q 2 ch; 12 P—Kt 4 (if K—R 3, Q is lost), P—K R 4; 13 B—K 2, R—Kt sq and wins.

I have said that you should have particular care of your King's Rook's Pawn having Castled on that side. Before Castling the K B P is the weakest point of your defence, and probably more games have been won by B × K B P ch than by any other move. This is an example of a large class of assaults which leave the gain to the aggressor. 1 P—K 4, P—K 4; 2 P—K B 4, B—B 4; 3 Kt—K B 3, P—Q 3; 4 B—B 4, B—K Kt 5?; 5 P × P, P × P; 6 B × P ch, K × B; 7 Kt × P ch, K moves; 8 Kt × B or Q × B, and has a winning advantage. F.P.W.

(To be continued.)

CHESS LITERATURE.

HERR Bachmann, of Augsburg, has sent us a copy of his third year's issue of the *Schachjahrbuch*. This useful publication contains in its 224 pages *a resumé* of the chess events of last year in almost all countries of the world, together with a capital selection of the games played in tourneys and otherwise in 1900, and the prize problems. The first 78 pages are devoted to chess in Germany, including, of course, the Munich International Tourney. Then we have chess in Austria-Hungary, Switzerland, Holland, Scandinavia, Italy, France, including the Paris Tourney, England, Russia, America, Asia, Africa, and Australia. Under these heads 149 games are given, most of them tourney games, with notes and diagrams. Next comes a record of the prominent players, and one composer whom we have lost during the year, with a

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selection of their games and problems, and lastly a collection of the year's prize problems to the number of 32. As a book of reference this little work will prove very valuable in future years, and it begins to be so even now. We observe in the preface a proposal for a new international notation, on the principle of numbering each square of the board with two figures, from 11 to 18, 21 to 28, 31 to 38, and so on, which we should think would be more difficult to remember than the German plan, or that of the game of draughts, especially for the players of the Black men, who would have to count these numbers backwards.

We take the following ingenious position from the chess column of the *Augsburg Gazette.* It was composed by Herr Ludwig Bachmann, of the Augsburg Chess Club, and both the position and the letterpress which accompanies it demonstrate the perverted sympathy which exists in Germany for the Boers. Among the solvers we regret to find an Englishman, but we can now afford to laugh at the misplaced ingenuity of the composer in imagining a situation which, of course, never occurred, nor was likely to occur.

LORD KITCHENER IN DIFFICULTIES.

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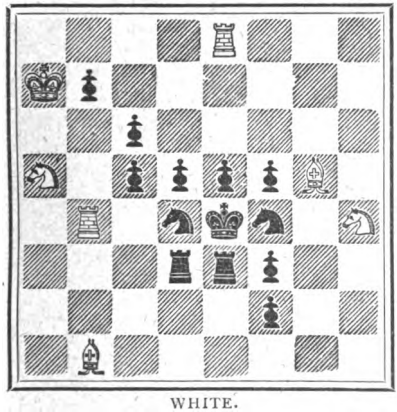

WHITE.

"We see in the position Lord Kitchener (the Black King), who is concentrated at Pretoria with all his infantry, cavalry, and artillery, surrounded and disturbed by nimble commandos of the Boers. Next to his combined lines stand President Steyn (the White King) and De Wet (W Kt at Q R 5), while two smaller troops under Herzog (White B at Kt sq) and Kruitzinger (R at Kt 4) are already in Cape Colony to raise a disturbance. In the North stands Delarey (R at K 8), ever prepared to break forth from the mountains. In the East is Botha, represented by the Kt at R 4 and the B at Kt 5. He is of importance, for with the bold stoke of 1 Kt—Kt 6, he should have attacked General French's cavalry, and opened a way to the heart of the enemy, which he unfortunately did not do. The British would be obliged to capture the Kt, and then De Wet's indefatigable horsemen by Kt × Q Kt P could fall upon the British lines and utterly rout them, for there is no escape from the fatal stroke of Kt—Q 6 mate."

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OBITUARY.

We regret to record the death of Mr. F. C. Howell, a leading player of the Leeds Chess Club, who died suddenly on Good Friday, from acute bronchitis, at the early age of 38. He took part in the match Yorkshire *v.* Lancashire, at Leeds, on March 23rd, and at the time of his death was the Northern player at board 36 in the North *v.* South correspondence match. Last year he won the "Rayner Memorial" tournament, by virtue of which success he played at board No. 1 as champion of the Leeds Club in its 'Woodhouse' Cup matches. He never enjoyed robust health, and the end did not surprise those friends who knew him intimately.

CORRESPONDENCE.

WANTED A NEW RULE.

TO THE EDITOR OF THE *B.C.M.*

DEAR SIR,

This afternoon the following curiosity was submitted for my examination. I unfortunately omitted to learn where my friend got it from.

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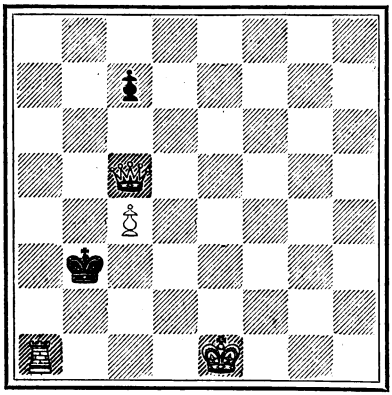

WHITE.

White mates in two!

A very brief examination is enough to show that there is no solution in the ordinary sense. The position of K and R suggest Castling on the Queen's side, but this is equally futile. The idea of Castling, however, led me at once to what is probably the author's little trick, viz., White has given the Q R, and the R now at Q R sq is the K R. The K has not moved, hence, by the rules followed by odds-givers, White can Castle on the Queen's side, merely playing his K to B sq, and mate with R next move!!

This is amusing, but is it lawful? The rules used in games at the odds of Rook permit Castling in this way, but the possibility that the initial vacant Rook's square may be occupied by another piece appears to have passed unnoticed.

This method of Castling is evidently argued out by imagining the presence so to speak of a "ghostly Rook," for if a piece stand at Q Kt sq (which would prohibit Castling in the ordinary way), White is not allowed to Castle on that side when he has given the Q R, although the piece on the Kt sq would be no hindrance to the desired movement of the King. In exactly the same way I should be inclined to argue that since in an ordinary game a player cannot play his K R to Q R sq without forfeiting the right to Castle (for he must first have moved his Q R), so when the Q R is given he ought to permanently forfeit the right to Castle when any piece of either colour has once occupied the vacant Q R sq.

I am, Sir,

Yours faithfully,

Haywards Heath, *23rd March*, 1901. C. PLANCK.

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UNIVERSITY CHESS.

THE records compiled last month by the Oxford and Cambridge chess teams reached us too late in March for notice in our last issue; we have therefore much pleasure in now publishing complete scores of the various events. On March 23rd, the Cantabs visited Hastings with nine players, and after a contest of nearly four hours' duration the local club was successful by 6½ to 2½ points. Full score :—

HASTINGS.		CAMBRIDGE UNIVERSITY.	
Mr. I. M. Friedberger	0	Mr. C. E. C. Tattersall	1
Mr. H. F. Cheshire	1	Mr. E. J. Colman	0
Mr. F. W. Womersley	1	Mr. J. E. Wright	0
Mr. G. Shories	1	Mr. H. A. Webb	0
Mr. H. E. Dobell	1	Mr. F. K. Lowenthal	0
Mr. J. A. Watt	0	Mr. F. W. Clarke	1
Mr. A. C. Jenour	1	Rev. A. Cyril Pearson	0
Mr. A. E. Aloof	½	Mr. H. A. Stead	½
Mr. P. Shaul Hallett	1	Mr. J. W. Lenon	0
	6½		2½

On the 25th March, the United Universities ('past and present') played a match against the Metropolitan Club, the former winning by 11 to 10. Full score :—

UNITED UNIVERSITIES (past and present).		METROPOLITAN.	
Mr. C. E. C. Tattersall, Cambridge	1	Mr. J. Mortimer	0
Mr. E. J. Carlyle, Oxford	0	Mr. O. C. Muller	1
Mr. H. G. Softlaw, Cambridge	½	Mr. H. G. Cole	½
Mr. W. V. Naish, Cambridge	1	Mr. H. Preston-Hillary	0
Mr. H. F. W. Lane, Oxford	½	Mr. T. E. Haydon	½
Mr. H. F. Davidson, Oxford	0	Mr. T. Keliher	1
Mr. J. E. Wright, Cambridge	½	Mr. H. L. Bowles	½
Mr. E. E. Colman, Cambridge	1	Mr. S. E. Webb	0
Mr. F. A. Babcock, Oxford	1	Mr. W. H. Pullinger	0
Mr. R. J. W. Robinson, Oxford	0	Mr. Percy R. Gibbs	1
Mr. H. A. Webb, Cambridge	0	Mr. M. Shaw Stewart	1
Mr. F. K. Loewenthal, Cambridge	0	Mr. W. T. Dickinson	1
Mr. W. M. Grundy, Oxford	1	Mr. E. Stiller	0
Mr. A. C. von Ernsthausen, Oxford	0	Mr. W. P. H. Pollock	1
Mr. B. G. Brown, Cambridge	1	Mr. C. Papworth	0
Mr. F. W. Clark, Cambridge	1	Mr. J. J. Grevatt	0
Mr. H. W. Ottaway, Oxford	0	Mr. C. Bauer	1
Mr. H. F. Westlake, Oxford	0	Mr. F. Bailey	1
Mr. A. J. Pritchard, Cambridge	1	Mr. J. Landau	0
Mr. H. A. Stead, Cambridge	1	Mr. W. Woozley	0
Mr. M. Rittenburg, Cambridge	½	Mrs. H. L. Bowles	½
	11		10

On the 26th March, the United Blues played the British Chess Club, which was represented by a very strong team. Full score :—

BRITISH CHESS CLUB.		UNITED UNIVERSITIES (past and present).	
Mr. E. O. Jones	1	Mr. C. E. C. Tattersall, Cambridge	0
Mr. J. Mortimer	0	Mr. E. J. Carlyle, Oxford	1
Mr. G. E. Wainwright	½	Mr. H. G. Softlaw, Cambridge	½
Mr. P. Hart Dyke	1	Mr. W. V. Naish, Cambridge	0
Mr. W. Ward Higgs	½	Mr. E. E. Colman, Cambridge	½
Mr. J. T. Heppell	1	Mr. J. E. Wright, Cambridge	0

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Mr. H. F. Lowe	1	Mr. H. F. W. Lane, Oxford	0
Mr. H. W. Carson	1	Mr. F. A. Babcock, Oxford	0
Mr. J. H. Taylor	1	Mr. H. Webb, Cambridge	0
Mr. A. M. Fox	½	Mr. F. K. Loewenthal, Cambridge	½
Mr. J. A. Leon	1	Mr. H. F. Davidson, Oxford	0
Mr. A. B. Law, M.P.	1	Mr. R. J. W. Robinson, Oxford	0
Mr. E. S. Curwen	1	Mr. B. G. Brown, Cambridge	0
Mr. D. L. Anderson	0	Mr. F. W. Clarke, Cambridge	1
Mr. F. W. R. Dewdney	1	Mr. W. M. Grundy, Oxford	0
Mr. F. F. Ure	1	Mr. A. C. von Ernsthausen, Oxford	0
Mr. A. B. Atkinson	1	Mr. A. J. Prichard, Cambridge	0
Rev. A. C. Pearson	½	Mr. H. A. Stead, Cambridge	½
Mr. A. J. Stanley	0	Mr. H. W. Ottaway, Oxford	1
Mr. W. W. de Buriatte	1	Mr. H. F. Westlake, Oxford	0
	15		5

Mr. Hoffer acted as adjudicator, and 12 unfinished games were left for his decision.

On the 27th March, the United Universities (past and present) played the City of London Chess Club, whose team was really of overwhelming strength. Full score:—

CITY OF LONDON.		UNITED UNIVERSITIES (past and present).	
Mr. T. F. Lawrence	1	Mr. C. E. C. Tattersall, Cambridge	0
Mr. C. J. Woon	1	Mr. E. J. Carlisle, Oxford	0
Mr. W. Ward	1	Mr. C. Warburton, Cambridge	0
Mr. L. Seraillier	½	Mr. H. G. Softlaw, Cambridge	½
Mr. A. Curnock	0	Mr. H. I. Snowdon, Cambridge	1
Mr. H. S. Barlow	1	Mr. E. E. Colman, Cambridge	0
Mr. T. B. Girdlestone	1	Mr. H. F. W. Lane, Oxford	0
Mr. J. H. Taylor	1	Mr. F. A. Babcock, Oxford	0
Mr. J. F. Allcock	½	Mr. J. E. Wright, Cambridge	½
Mr. W. E. Vyse	1	Mr. H. A. Webb, Cambridge	0
Mr. A. W. Johnson	1	Mr. H. F. Davidson, Oxford	0
Mr F. L. Anspach	1	Mr. R. J. W. Robinson, Oxford	0
Mr. E. Hamburger	½	Mr. F. K. Loewenthal, Cambridge	½
Mr. E. B. Schwann	1	Mr. B. Goulding Brown, Cambridge	0
Mr. S. Wood	½	Mr. W. M. Grundy, Oxford	½
Mr. E. Anger	1	Mr. A. C. von Ernsthausen, Oxford	0
Mr. G. F. Williams	0	Mr. F. W. Clarke, Cambridge	1
Mr. E. R. Turner	½	Mr. A. J. Prichard, Cambridge	½
Mr. T. R. Harley	1	Mr. H. W. Ottaway, Oxford	0
Mr. H. G. Scantlebury	1	Mr. H. F. Westlake, Oxford	0
Mr. H. B. Leonard	½	Mr. H. A. Stead, Cambridge	½
Mr. E. M. Jollie	0	Mr. M. Rittenburg, Cambridge	1
	16		6

Mr. Blackburne acted as adjudicator.

THE INTER-'VARSITY MATCH.—The great event of the week was contested on 29th March, when the Inter-University match was played at the rooms of the British Chess Club. We gave a full account of the regulations which govern this annual match in our issue for May, 1900; we need not therefore repeat them now, as the present year's match was governed by similar regulations. Judging by the results of the preliminary matches which the United teams had contested against various leading London clubs, Cambridge was regarded as having the stronger team, and this opinion was verified, as the Cantabs won by 5 to 2. Full score:—

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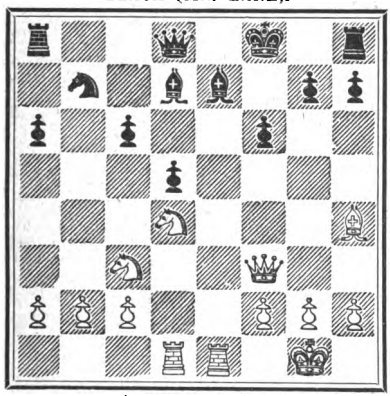
CAMBRIDGE UNIVERSITY.		OXFORD UNIVERSITY.	
Mr. E. E. Colman, Trinity	1	Mr. H. F. W. Lane, Worcester ...	0
Mr. C. C. Wiles, St. John's	1	Mr. F. A. Babcock, Wadham	0
Mr. J. E. Wright, Trinity	½	Mr. H. F. Davidson, Exeter...	½
Mr. H. A. Webb, Trinity	1	Mr. J. R. W. Robinson, New	0
Mr. F. K. Loewenthal, Trinity Hall ...	½	Mr. W. M. Grundy, All Souls'	½
Mr. F. W. Clarke, Pembroke	1	Herr A. C. v. Ernsthausen, Balliol ...	0
Mr. B. Goulding Brown, Trinity	0	Mr. H. W. Ottaway, Lincoln	0
	5		2

The match was the 29th annual encounter between the two Universities, and Cambridge has now won 19 matches, with a total score of 162½ points; Oxford has won 9 matches, with a total score of 132½ points. One match (1883) was drawn with 4 points each. We give the following diagrams of interesting positions in the several games.

BLACK (MR. LANE).



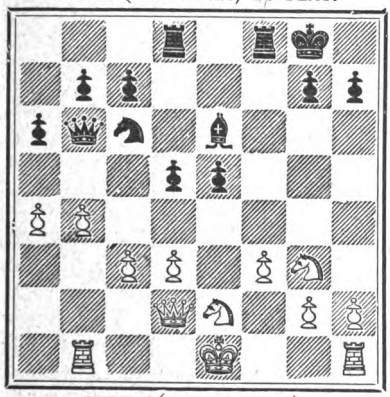
WHITE (MR COLMAN) TO PLAY.

On Board No. 1, Mr. Colman (Cambridge) opened with a Ruy Lopez, which Mr. Lane (Oxford) defended with a weak variation. The annexed is the position after Black's 16th move (P—Q R 3).

Play was continued thus:—

WHITE.	BLACK.
17 Kt—K 6 ch	17 B × Kt
18 R × B	18 Kt—B 4
19 R × Q B P	19 R—Q Kt sq
20 Kt × P	20 Q—K sq
21 R—B 7	21 R—Kt 2
22 R × B	22 R × R
23 Kt × R	23 Q × Kt
24 Q—R 8 ch	24 Q—K sq
25 R—Q 8 and wins.	

BLACK (MR. WILES) TO PLAY.



WHITE (MR. BABCOCK).

At Board No. 2, Mr. Babcock (Oxford) opened with a Vienna, which he did not handle in a very satisfactory manner. The appended is the position after White's 16th move (R—Kt sq).

Play now continued:—

WHITE.	BLACK.
16 ——	16 P—K 5
17 P—Q 4	17 P × P
18 Kt—B 4	18 P × P
19 R—Kt sq	19 Q R—K sq
20 Kt × B	20 Kt—R 4
21 Q × P	21 R—B 2
22 K—Q 2	22 Kt—B 5 ch
23 K—Q 3	23 Q × Kt

and wins.

At Board No. 3, Mr. Davidson (Oxford) defended with a Philidor against Mr. Wright (Cambridge), but he played rather weakly, and a game of vicissitude followed, which ended in a draw in the following position:—

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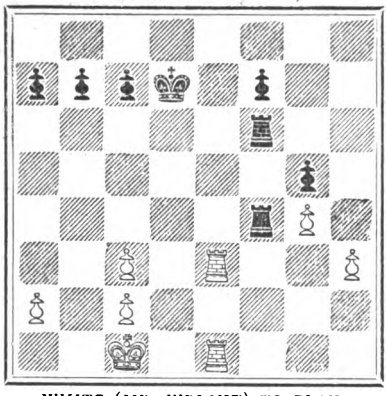
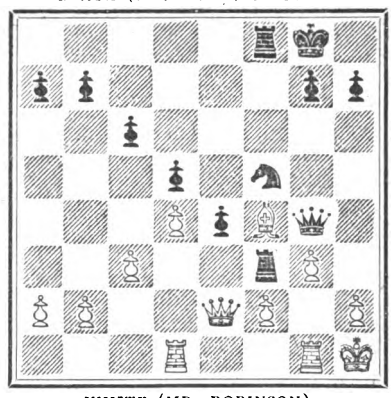
BLACK (MR. DAVIDSON).



WHITE (MR. WRIGHT) TO PLAY.

BLACK (MR. WEBB) TO PLAY.



WHITE (MR. ROBINSON).

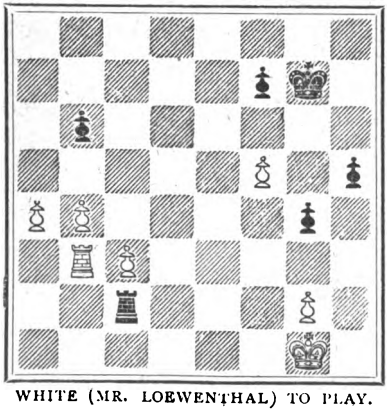
At Board No. 4, Mr. Robinson (Oxford) adopted the Ruy Lopez against Mr. Webb (Cambridge). The former, however, did not get all out of the opening which he ought to have done, and Mr. Webb gradually built up a strong King's side attack. We give a diagram after White's 25th move (R—K Kt sq). Continued with—

WHITE.	BLACK.		
25 ——	25 R × B	29 Q R—K B sq	29 Kt—B 6
26 Q × Q	26 R × Q	30 R—Kt 2	30 R—R 3
27 P—K R 3	27 R—Kt 3	31 R—Kt 3	31 Kt—Q 7
28 P—K Kt 4	28 Kt—R 5	32 Q R—K Kt sq	32 R × B P
		33 Resigns.	

At Board No. 5, Mr. Loewenthal (Cambridge) opened with the Scotch Game, winning a Pawn and subsequently the "exchange"; but from this disadvantage Mr. Grundy (Oxford) soon recovered. The position after Black's 40th move (P—Kt 5) was as diagrammed.

Clearly, as Mr. Hoffer points out, the P should now go to Kt 3 to prevent the locking up of the King, but Mr. Loewenthal overlooked this, and the game went on :—

BLACK (MR GRUNDY).



WHITE (MR. LOEWENTHAL) TO PLAY.

WHITE.	BLACK.
41 P—R 5	41 P—Kt 6
42 K—B sq	42 P × P
43 P × P	43 R—R 7
44 R—Kt 5	44 K—B 3
45 P—B 4	45 R—B 7 ch
46 K—Kt sq	46 R—B 7
47 K—B sq	47 R × P
48 R—Kt 3	48 P—R 5
49 R—R 3	49 R—B 8 ch
50 K—K 2	50 P—R 6
51 P—R 6	51 P—R 7
52 P—R 7	52 R—B sq

52..., P Queens would win.

53 R—R sq	53 R—Q R sq
54 K—B 3	54 R × P
55 R—R sq	55 R—R 6 ch

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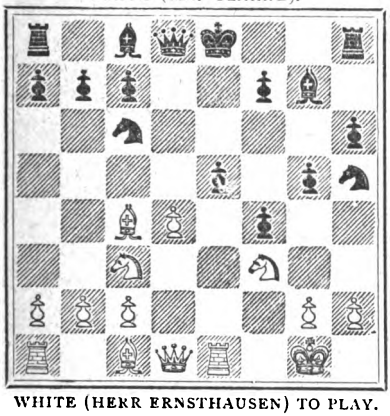
56 K—Kt 4	56 K—K 4	61 K × P	61 K × P
57 R—K sq ch	57 K—Q 5	62 R—B sq ch	62 K—Kt 4
58 K—R 3	58 K—Q 6	63 P—Kt 3	63 P—B 4
59 R—K R sq	59 P—B 3	64 K—Kt 2	
60 K × P	60 K—K 5 dis ch	And a draw was agreed upon.	

At Board No. 6, Herr von Ernsthausen (Oxford) played a King's Gambit against Mr. Clarke (Cambridge), and got an excellent position. We give a diagram of the game after Black's 10th move (P × P).

Mr. Hoffer pointed out that 11 P—Q 5 would have given White the better game, but the Oxford player did not adopt that course, and the game went on :—

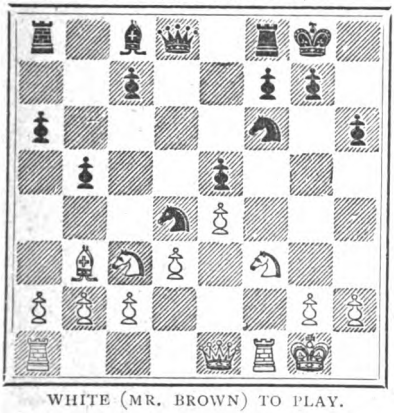
BLACK (MR. CLARKE).



WHITE (HERR ERNSTHAUSEN) TO PLAY.

WHITE.	BLACK.
11 Kt × P	11 Kt × Kt
12 B × P ch	12 K × B
13 Q × Kt ch	13 Kt—Kt 3
14 R—Q sq	14 B × P ch
15 K—R sq	15 Q—B 3
16 Kt—Q 5	16 Q—K 4
17 Kt × Q B P	17 Q × Kt
18 R × B	18 R—Q sq
19 B × P	19 P × B
20 Q × P	20 R—R sq
21 Q—Kt 5	21 P—B 6
22 P—K Kt 3	22 B—K 3
23 R—K sq	23 P—B 7
24 R—K B sq	24 Q—B 3 ch
25 Resigns.	

BLACK (MR. OTTAWAY).



WHITE (MR. BROWN) TO PLAY.

At Board No. 7, Mr. Goulding Brown (Cambridge) adopted a Ruy Lopez against Mr. Ottaway (Oxford), and the appended position appeared after Black's 13th move (Kt—Q 5).

The game went on—

WHITE.	BLACK.
14 Kt × P	
An oversight which loses a piece.	
	14 Kt × B
15 R P × Kt	15 Q—Q 5 ch
16 Q—B 2	15 Q × Kt

And Black won in forty-two moves.

On April 1st, Cambridge University played St. George's, London, the score being Cambridge 4, St. George's 2.

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THE CABLE MATCH.

THE sixth annual match by cable between Great Britain and the United States, for the challenge trophy presented by Sir George Newnes, Bart, M.P., took place on April 19th and 20th, the British team being located as last year, in the Café Monico, London, which was placed in direct cable communication with the Academy of Music, Brooklyn, the place of play on the American side.

SIR GEORGE NEWNES, BART., M.P.

We give a pictorial representation of the 'Newnes' Cup, the splendid trophy played for in the match, and also a portrait of its munificent donor, Sir George Newnes, Bart., M. P. Sir George's name is known throughout the entire chess world as a most generous patron and supporter of the "Royal game." Sir George was born at Matlock Bath, 13th March, 1851. In his early manhood he was a well-known member of the Manchester Chess Club, but when the cares of business became heavy, he removed to London. He became identified with the British Chess Club almost from its foundation, and has done much to ensure the success of that club, of which he has for many years been the president, as he has also been for some years president of the City of London Chess Club. That he has been president of two such clubs for several years is a striking proof of Sir George's command of the respect and admiration of London chess players. Some years ago the members of the British Chess Club presented him with his portrait in oils, as a small token of their appreciation of his efforts on behalf of the game. He is a most successful man of business, and the firm of Newnes Limited is foremost amongst the large publishing firms of the Metropolis. With *Tit-Bits* he "struck oil" in cheap popular literature for "road, rail, and river," and with the *Strand Magazine* he simply revolutionised the magazine department of literature. Sir George entered Parliament in 1885, but was defeated at the General Election of 1895. He re-entered Parliament in 1900, and his re-appearance was hailed with great delight by troops of friends on both sides of the House. He has done much to popularise

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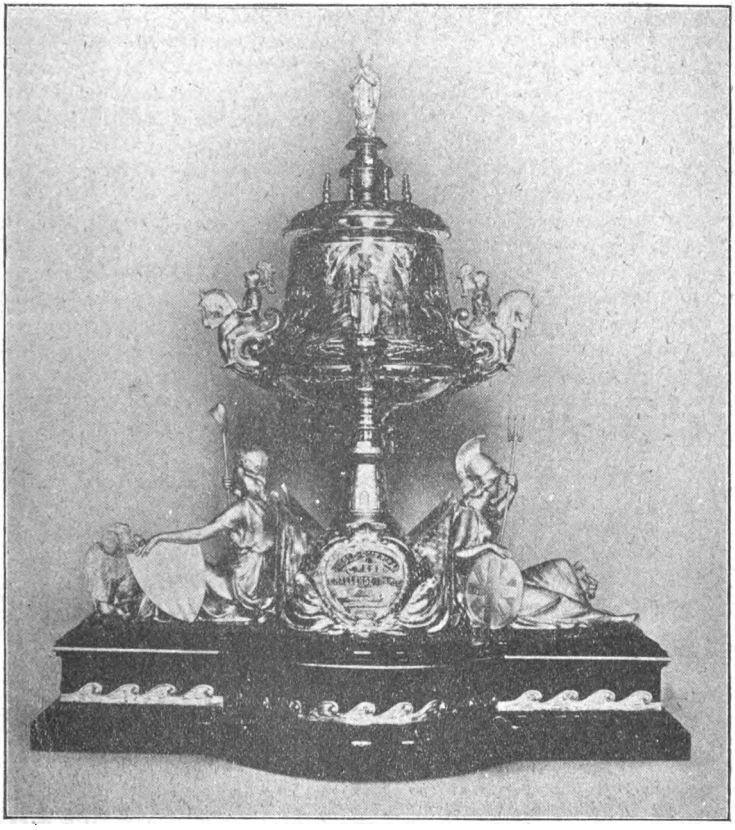
chess inside the walls of St. Stephen's, and of course he is looked up to as the leader of the Parliamentary chess party. Sir George is a kindly genial generous man, and as he is still only 50 he may rise to higher honours.

The British team was again headed by Mr. J. H. Blackburne, despite the current rumours that he would not be able to take part in the contest. The other players were the same as last year except that Messrs. James Mason and R. P. Michell took the place of Messrs. Lawrence and Trenchard, and the committee must be congratulated upon an excellent selection of players. Of the two British players engaged for the first time, Mr. Jas. Mason is too well known to require more notice than the mention of his name. Mr. Michell is a strong player of Metropolitan reputation.



ANGLO-AMERICAN CHESS CHALLENGE TROPHY.

On the American side rumours had been rife that Mr. H. N. Pillsbury, like his great English rival Mr. Blackburne, would not play this year, but all this was set at rest when the names of the American team were cabled,

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and thus the chess world had once more the satisfaction of seeing these two Masters face to face in a game as it were but with a wild waste of waters rolling between them. There was only one change in the American team, Mr. C. S. Howell taking the place of Mr. E. Delmar. Mr. Howell is well known in American circles, and enjoys considerable reputation in the States as a strong player, although only 20 years of age.

The present match was one of unusual interest, so much depending upon its result. The States had already won the match two years in succession (1899 and 1900), and if successful on the present occasion the Newnes Cup would have become the absolute property of our cousins across the sea, it being one of the governing rules that the side winning the match three successive years becomes the absolute owner of the trophy; the British committee made every effort to prevent this, and the draw achieved is therefore in a very real sense a victory.

At 2-15 p.m. London time (9-19 New York time) the proceedings were opened by Sir George Newnes cabling friendly greetings from himself and other officials on the British side to the officials of the Brooklyn Chess Club, under whose auspices the American team play. These compliments being suitably reciprocated, lists of names of players were exchanged and other preliminaries duly arranged. Then Professor I. L. Rice (British umpire in Brooklyn) tossed for the move, and this being won by the Americans, they selected to have first move on the odd-numbered boards, as they did last year, Pillsbury having the move two years in succession.

The time fixed for play to begin was 3 p.m. (London time), and within a couple of minutes or so moves from the American side began to arrive. With so much depending upon the result, caution marked the conduct of the games from the start. "Steady does it" seemed the British motto, and on almost every board "caution marked the guarded way." When play was adjourned for dinner about 17 moves had been played on each board, and the games were then merging into the "mid-game" positions. All yet was equality, nothing striking had occurred; no grand *coup* had been brought off, no compromising dash had been attempted.

Play was resumed at 8-30, and proceeded more slowly than in the opening stage. Play ceased for the night at 11-30 (London time), but no very decisive result had been brought about at any board. Mr. Pillsbury certainly had points of advantage, but whether these would prove sufficient to win against such a tenacious player as Blackburne was another matter On Board No. 2, Mr. Mason had done well, and his game was well in hand. At No. 3, Mr. Lee fought doggedly against the brilliant Barry, and the game was fairly equal. At Board 4, Mr. D. Y. Mills also held his own, whilst at board No. 5, Mr. Atkins had somewhat of an advantage. At Board No. 6, Mr. Bellingham had an equal game; and on Board No. 7, Mr. Ward had lost a Pawn, but had an attack against the wily American Marshall. At Board No. 8 Mr. Jackson, and at Board No. 9 Mr. Jacobs seemed to have a fairly even game, but at Board No. 10, Mr. Michell had a somewhat uphill game. At the end of the first day's play neither side could show any decided advantage, though many of the spectators present thought the British side had a slight superiority, but the critical condition of Blackburne's game was a factor to be considered.

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Play was resumed on the 20th April, at 3 p.m. (London time), and again attracted a large assemblage of spectators, who eagerly watched the progress of the various games. The first game decided was at Board No. 2, where Mr. James Mason had for some time been gradually tightening his grip on Showalter's position. This game may be considered the pivot of the match, Showalter having hitherto emerged from his five previous engagements in these annual struggles without defeat, and had he drawn on this occasion the result would have been disastrous to the British side. Mr. Mason is therefore to be congratulated on the success which has attended his first appearance in this important annual international match. At the adjournment for dinner the score was Great Britain 1, United States 0.

Play was resumed at 8-30 p.m., and about 9 o'clock a draw resulted at Board No. 8. Shortly afterwards Mr. Marshall, being a piece down, resigned to Mr. Ward, and the score stood Great Britain 2½, U.S.A. ½. But matters were soon equalised, for at Board No. 9 Mr. Jacobs had to resign to Mr. Newman, and at Board No. 1 Mr. Blackburne, who had fought valiantly for the draw, had to lower his colours to Mr. Pillsbury. A draw followed on Board No. 6, and this brought the score to 3 all, and at this it stood at the call of time, with 4 games unfinished. These presented sufficiently clear issues to enable the British committee to cable that they would give up Mr. Atkins' game as lost provided that Mr. Howell resigned to Mr. Michell, and that the games Mills *v.* Hodges and Lee *v.* Barry were declared drawn. The U.S.A. committee replied that they had independently come to the same conclusion, and the proposed terms being accepted, the match was drawn—5 all—as shown by the following score :—

GREAT BRITAIN.		UNITED STATES.	
Mr. J. H. Blackburne	0	Mr. H. N. Pillsbury	1
Mr. J. Mason	1	Mr. J. W. Showalter	0
Mr. F. J. Lee	*½	Mr. J. H. Barry	*½
Mr. D. Y. Mills	*½	Mr. A. B. Hodges	*½
Mr. H. E. Atkins	*0	Mr. E. Hymes	*1
Mr. G. E. H. Bellingham	½	Mr. H. Voigt	½
Mr. W. Ward	1	Mr. F. J. Marshall	0
Mr. E. M. Jackson	½	Mr. S. W. Bampton	½
Mr. Herbert Jacobs	0	Mr. C. J. Newman	1
Mr. R. P. Michell	*1	Mr. C. S. Howell	*0
	5	* Results by agreement.	5

The announcement of the final result, made by Sir George Newnes, was received with loud cheers, every one present being delighted that the Cup had been saved from becoming the property of the Americans.

No less than five of the American team have played in all the six matches, and their total scores are : Mr. Barry 5½ out of 6 (a grand record), Mr. Hodges 4½ out of 6, Mr. Showalter 4½ out of 6, Mr. Hymes 3½ out of 6, Mr. Pillsbury 2½ out of 6, a total of 20½ out of 30 games,—a result of which the Americans may justly be proud.

Four of the British players have played in all the six contests, with the following results : Jackson 4½ out of 6, Blackburne 3½ out of 6, Mills 3½ out of 6, and Atkins 2 out of 6, or a total of 13½ out of 24.

The match score now stands America won 3 matches, with a total of 25½ wins and 22½ losses. Great Britain won 2 matches, with a total of 22½ wins and 25½ losses; one match has been drawn.

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The four following games were played in the Cable Match, Great Britain *versus* United States, on April 19th and 20th, 1901. We hope to publish the remaining six in our next issue.

GAME No. 2,022.

Played at board No. 1.

Sicilian Defence.

NOTES BY JAS. MASON.

WHITE. Mr. PILLSBURY, *United States.*	BLACK. Mr. BLACKBURNE, *Great Britain.*
1 P—K 4	1 P—Q B 4
2 Kt—K B 3	2 Kt—Q B 3
3 Kt—B 3	3 P—K 3
4 P—Q 4	4 P × P
5 Kt × P	5 Kt—B 3
6 Kt(Q 4)-Kt 5	6 B—Kt 5
7 P—Q R 3	

At this stage, 7 B—K B 4 or 7 Kt—Q 6 + would be more enterprising. But Mr. Pillsbury soon risks in another way—and is justified by the event.

	7 B × Kt ch
8 Kt × B	8 P—Q 4
9 B—K Kt 5 ?	9 P—Q 5 !
10 Kt—K 2	10 Q—R 4 ch
11 B—Q 2	11 Q—Kt 3
12 Kt—Kt 3	12 P—K R 4

.....In advancing this Pawn Mr. Blackburne goes off on a side issue much for the worse. It certainly seems as though 12..., Q × P would be a fair venture ; the natural sequence in movement of his Queen.

13 B—Q 3	13 P—R 5
14 Kt—K 2	14 P—R 6
15 P—K Kt 3	15 P—K 4 ?
16 Kt—B sq	16 B—K 3
17 P—Q Kt 4	

Very good use is made of the once doubly despised Pawn. At length it proves a main factor in the winning of the game for White

	17 Kt—K 2
18 R—Q Kt sq	18 Kt—B sq
19 Kt—Kt 3	19 B × Kt

.....In positions such as the present one the free attacking Bishops are apt to show themselves considerably stronger than the defending Knights.

20 R × B	20 Kt—Q 3
21 Q—K 2	21 K—B sq

.....Castling either way would hardly do. If on Queen side he would be strongly attacked forthwith ; if on the King side perhaps the same,—and the advanced Rook Pawn would be quickly lost.

22 Castles	22 R—K sq
23 R—B sq	23 Q—B 3
24 P—Kt 5	24 Q—Q 2
25 P—Q B 4	25 P—Q Kt 3

..... .If 25..., P × P *e.p.* Black would be liable to suffer more from the separation of his Rooks. His outlook now is anything but encouraging,—and it so continues till the end.

26 P—B 5	26 P × P
27 R × P	27 Kt—Kt 2
28 R—B sq	28 R—B sq
29 R—Kt 2	29 K—Kt sq
30 R × R ch	30 Q × R
31 R—B 2	31 Q—Q 2
32 P—R 4	32 K—R 2
33 B—Kt 4	33 R—Q B sq
34 P—B 3	34 Kt—K sq
35 R × R	35 Q × R
36 Q—Q B 2	

Forcing an ending in which the Bishops will be too much for the Knights. Whether or not Black exchanges just now makes little difference, — his chance of drawing either way being very small.

	36 Q × Q
37 B × Q	37 Kt—B 2
38 B—Q 3	38 Kt—K 3
39 P—R 5	39 Kt(Kt 2)—B 4
40 B—B 4	40 K—Kt 3
41 P—Kt 6 !	41 P × P
42 P × P	42 Kt—Kt 2
43 B—Q 5	43 K Kt—B 4
44 K—B sq	44 P—B 4

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.....The King could not cross to the Queen side except at expense of a Knight.

45	Q B × Kt	45 Kt × B
46	P—Kt 7	46 Kt—R 3
47	B—K 6	47 P × P
48	P × P	48 K—B 3
49	B × P	49 K—K 2
50	K—B 2	50 K—Q 3
51	B—B sq	51 Kt—Kt sq
52	B—B 4	52 K—B 2
53	B—Q 5	53 Kt—Q 2
54	P—R 4	54 Kt—B 3
55	K—B 3	55 K—Kt sq

....If he takes the Bishop the Pawn position is lost. Probably Mr. Blackburne prolonged the struggle merely in the general interests of the match. Otherwise here, or even earlier, he might have safely resigned.

56	P—Kt 4	56 K—B 2
57	P—Kt 5	57 Kt—R 4
58	B—B 7	58 Kt—B 5
59	P—R 5	59 P—Kt 3
60	P—R 6	60 Kt—R 6
61	K—Kt 4	61 Kt—B 7 ch
62	K—R 4	62 Resigns.

GAME No. 2,023.

Played at board No. 2.

Irregular Opening.

NOTES FROM THE *Morning Post*.

	WHITE. Mr. J. MASON, *Great Britain.*	BLACK. Mr. J. W. SHOWALTER, *United States.*
1	P—K 4	1 P—Q 3
2	P—Q 4	2 P—K Kt 3

.....The opening thus becomes an ordinary variation of the Fianchetto defence.

3	Kt—K B 3	3 B—Kt 2
4	P—Q B 3	4 Kt—Q 2
5	B—Q B 4	

As Black evidently intends P—K 4 this is the best square for the Bishop.

		5 P—K 4
6	Q B—Kt 5	6 B—B 3

.....If K Kt—B 3, after P × P and P × P the Black K P would become uncomfortably weak.

7	B—K 3	7 Q—K 2
8	Q Kt—Q 2	8 B—Kt 2
9	Q—K 2	9 P—K R 3
10	P—K R 3	

For attacking purposes; the K Kt P will advance later.

		10 K Kt—B 3
11	B—Q 3	11 Kt—Kt 3
12	P × P	12 P × P
13	Kt—Kt 3	

Threatening B—B 5.

		13 Q Kt—Q 2
14	R—Q sq	14 Castles
15	P—Kt 4	15 Kt—K sq
16	B—Q Kt 5	16 Kt—Q 3
17	B × Kt	17 B × B
18	B—B 5	18 K R—Q sq
19	B × Kt	19 P × B

....Black has two Bishops against two Knights, but his Q P is weak and his position somewhat cramped.

20	Q Kt—Q 2	20 Q B—B 3
21	P—B 4	21 Q R—Kt sq
22	Kt—Q Kt sq	22 P—Q Kt 4
23	Kt—B 3	23 P × P
24	Q × P	24 K R—Q B sq
25	Q—K 2	25 B—B sq
26	K R—Kt sq	26 Q—Kt 2
27	R—Q 2	27 Q—Kt 5
28	K—B sq	28 Q B—Kt 2
29	K—Kt 2	29 R—Q B 5
30	P—R 3	30 Q—Kt 6

.....A questionable move. the Queen has no scope here.

31	R—K sq	31 P—B 4
32	Kt P × P	32 P × P
33	K—R 2	

If P × P, R—B 5. Black's counter-attack is unsound, though it gains a Pawn, for he cannot follow it up, and it leaves his King undefended.

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		33 B × P
34	R—Kt sq ch	34 K—R 2
35	Kt—R 4	

Very strong. Q—R 5 is threatened, and in order to prevent it Black is obliged to give up the exchange.

		35 R × Kt
36	P × R	36 Q—B 2
37	Kt—Kt 6	37 R—Q sq

See Diagram

....This gives White a forced win, of which he avails himself in brilliant fashion; but Black has no means of averiing disaster.

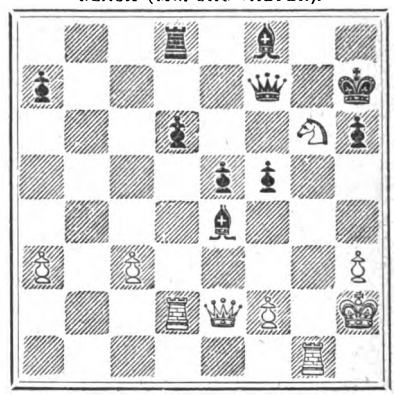
38	Kt × B ch	38 Q × Kt
39	Q—R 5	39 P—B 5
40	P—B 3	40 B—B 4
41	R (Q 2)—Kt 2	41 R—Q 2
42	R—Kt 8	42 Q—B 3
43	R—R 8 ch	

And White mates in three moves.

Position after Black's 37th move:—

R—Q sq.

BLACK (MR. SHOWALTER).



WHITE (MR. MASON).

GAME No. 2,024.

Played at board No. 3.

Caro-Kann Defence.

NOTES FROM THE *Field*.

WHITE. Mr. J. W. BARRY, *United States.*	BLACK. Mr. F. J. LEE, *Great Britain.*
1 P—K 4	1 P—Q B 3
2 P Q 4	2 P—Q 4
3 P—K 5	

Lasker plays 3 Kt—Q B 3, P × P; 4 Kt × P, B—B 4; Kt—Kt 3, B—Kt 3, &c., but there is not much in it either. Here Black's position is preferable to that of the French Defence, as he can develop the Q B, the K P not being at K 3. The question, therefore, remains whether it would not be better to open the game with 3 P × P, P × P; 4 B—Q 3, &c.

		3 B—B 4
4	B—Q 3	4 B × B
5	Q × B	5 P—K 3
6	B—K 3	6 Q—Kt 3
7	Kt—Q B 3	7 B—Kt 5
8	Kt—K 2	8 Q—R 3
9	Q—Q 2	9 Kt—Q 2
10	Castles K R	10 Kt—K 2
11	P—Q R 3	11 B × Kt
12	Kt × B	12 Kt—K B 4
13	P—B 4	13 P—R 4
14	B—B 2	14 Q—R 4
15	Q—Q 3	15 Q—B 2
16	K R—K sq	16 Kt—B sq
17	P—K Kt 3	17 Kt—Kt 3
18	P—R 3	18 Kt (Kt 3)—K 2
19	Kt—Q sq	19 Kt—B sq
20	Q—K B 3	

A forward demonstration on the Queen's side with 20 P—Kt 3 and P—B 4 might be suggested, so as to prevent Castling Q R.

		20 P—K Kt 3
21	P—K Kt 4	21 P × P
22	P × P	22 Kt (B 4)—K 2
23	K—Kt 2	23 Kt—Kt 3
24	Kt—B 3	24 Castles Q R
25	P—Kt 3	25 R—R 2
26	R—R sq	26 Q R—R sq
27	R × R	27 R × R
28	R—K R sq	28 R × R
29	K × R	29 Q—Q sq

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30	Q—R 3	30 Q—B sq
31	Q—R 7	31 Kt—Q 2
32	B—R 4	32 K—Q sq
33	K—Kt 2	33 K—K sq
34	Kt—K 2	34 Kt—K Kt sq
35	P—Kt 4	35 Kt—K 2
36	Kt—Kt 3	36 Q—Kt sq
37	Q—R 6	37 Kt—Kt 3
38	Q—Kt 5	38 Kt(Kt 3)—B sq
39	P—R 4	

A difficult matter now to effect an entry anywhere. He must hold the two Knights occupied, because of having placed his Pawns in such a position that the Knights would have plenty of scope to operate, White's Q R 4, Q B 4, and K 4 being ready squares to be occupied. The only possibility of breaking through he attempted with P—B 5 eventually; but it only resulted in a draw. Mr. Lee showed to advantage in his style—passive resistance.

		39 K—Q 2
40	Q—R 6	40 K—K sq
41	K—B 2	41 Q—B sq
42	Q—Kt 5	42 Q—Kt sq
43	K—R 6	43 Q—B sq
44	Q—Kt 5	44 Q—Kt sq
45	Kt—B sq	45 K—Q 2
46	Kt—K 3	46 K—K sq
47	Q—B 6	47 K—Q 2
48	P—B 5	48 Kt P × P
49	P × P	49 Q—R 2
50	P × P ch	50 P × P
51	K—K 2	51 Q—R 4 ch
52	K—Q 3	52 Q—R 2 ch
53	K—Q 2	53 Q—K 5
54	P—B 3	54 Q—Kt 3
55	Q × Q	55 Kt × Q
56	B—Kt 5	56 Kt (B sq)—K 2

Draw agreed.

GAME No. 2,025.

Played at board No. 4.

Ruy Lopez.

NOTES FROM THE *Field*.

WHITE. Mr. D. Y. MILLS, *Great Britain.*	BLACK. Mr. A. B. HODGES, *United States.*
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—Kt 5	3 P—Q R 3
4 B—R 4	4 P—Q 3
5 B × Kt ch	5 P × B
6 P—Q 4	6 P—B 3

.....Best, White's K B being off the board.

7 Kt—B 3	7 P—Kt 3
8 B—K 3	8 Kt—R 3
9 P—K R 3	9 Kt—B 2
10 Q—Q 2	10 B—K Kt 2
11 Castles	11 Castles
12 Kt—K sq	

12 Kt—R 2 might be considered preferable.

	12 P—K B 4
13 K P × P	13 B × P
14 P—B 4	14 P × B P
15 B × P	15 R—Kt sq
16 Kt—Q sq	16 Q—K 2
17 Kt—K B 3	17 Q—B 3
18 P—B 3	18 B—K 5
19 Kt—R 2	

Kt—R 2 in the first instance would have given the game a more favourable shape for White.

	19 Q—K 2
20 Kt—B 2	20 B—B 4
21 Kt (R 2)—Kt 4	21 P—K R 4
22 Kt—R 2	22 P—Kt 4
23 Q R—K sq	23 Q—B 3
24 B—K 3	24 Q—Kt 3
25 Kt—B 3	25 B—R 3
26 P—K Kt 4	26 B—Q 2
27 Kt—R 2	

White did not manœuvre his Knights satisfactorily; they have little scope at present.

	27 P—R 5
28 P—Kt 3	28 Q R—K sq
29 Q—Q 3	

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The best under the circumstances, as he can always keep a hold on Black's Kt P.

	29 Q × Q	
30 Kt × Q	30 P—R 4	
31 Kt—B 3	31 B—B sq	
32 B—Q 2	32 B—R 3	
33 R × R		

33 P—B 4 at once seems preferable. It opens an attack on the Q R P, and Black could not reply 33..., P—Q 4, because of 34 Kt—B 5.

	33 R × R	
34 R—K sq	34 R—Q B sq	
35 Kt—Kt 2		

P—B 4 holds still good. If 35..., B—Q Kt 2, then 36 Kt—B sq, R—R sq; 37 P—R 4, leaving the Q R P attacked by the Bishop.

	35 B—Q Kt 2	
36 P—B 4		

36 R—K 3 would have prevented 36..., P—B 4, because of 37 P × P.

	36 P—B 4	
37 P—Q 5	37 P—B 3	

.....Black improves now his position by getting rid of a weak Pawn

38 R—K 7	38 R—Kt sq	
39 P × P	39 B × P	
40 Kt—K sq	40 P—R 5	

.....Very good; another weak Pawn exchanged. Mr. Hodges played this ending with consummate skill for a draw.

41 Kt × P	41 B × Kt	
42 P × B	42 R—Kt 7	
43 Kt—B 3	43 R × P	
44 P—R 5	44 K—B sq	
45 R—K sq	45 B—Kt 2	
46 K—B sq	46 B—B 3	
47 R—Kt sq	47 B—Q sq	
48 R—Kt 8	48 K—K 2	
49 Kt × Kt P	49 R × B	
50 R—Kt 7 ch	50 K—K sq	
51 Kt × Kt	51 B × P	
52 Kt—R 6	52 R—Q 6	
53 Kt—B 5	53 R × P	
54 Kt × P ch	54 K—B sq	
55 Kt—K 4	55 R—B 6 ch	
56 K—Kt 2	56 R—B 5	
57 Kt × P	57 R × P ch	
58 K—R 3	58 R × P	
59 Kt—Q 7 ch	59 K—K sq	
60 Kt—B 6 ch	60 K—Q sq	
61 R—Q 7 ch	61 K—B sq	

Draw agreed.

Anglo-American Universities' Cable Match.—The third annual Anglo-American Universities' match by cable was played on Friday and Saturday, April 26th and 27th, and resulted in a draw—score 3 each. Full score:—

ENGLAND.		AMERICA.	
Mr. E. E. Colman, Cambridge	1	Mr. Perry, Columbia	0
Mr. C. C. Wiles, Cambridge	½	Mr. Falk, Columbia	½
Mr. H. F. W. Lane, Oxford	0	Mr. Sewall, Yale	1
Mr. W. M. Grundy, Oxford	0	Mr. Rice, Harvard	1
Mr. H. F. Davidson, Oxford	1	Mr. Hunt, Princeton	0
Mr. J. E. Wright, Cambridge	½	Mr. Keeles, Columbia	½
	3		3

The English team played at the British Chess Club, which was in direct communication with the American place of play in New York. Play started at 3 p.m. (London time) on the Friday, and at the adjournment for the day the score stood 2 to 0 in favour of America. This is the third contest, and the match is now—England 2 wins and 1 draw, America 1 drawn match. The trophy is a handsome Silver Cup, presented by Professor Isaac L. Rice, of New York.

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The annual Congress of the Netherlands Chess Association will be held this year at Haarlem, from July 29th to August 10th.

The Winter Tourney of the Riga first-class players ended in the victory of M. C. Behting, with 14½ points. Dr. Wohl came in second with 13½.

Herr Bardeleben, with 6½ games, won the first prize in the Winter Tourney of the Old Berlin Club; Herr von Scheve, with 6 games, the second; Herr Cohn, with 5, the third; and Herr Caro, with 4, the fourth.

Dr. Lasker visited the Lancaster Chess Club on April 1st, and played 22 games simultaneously (consultation was allowed at some of the boards), winning 21 and drawing against one opponent — Mr. S. Keir. The séance aroused considerable interest, which will probably lead to increased membership of the club.

The Amateurs' Club, at St. Petersburg, finished their tourney on April 9th. There were 14 competitors, and Messrs. Helbach and Lebedew tied for chief honours with 9½ games each, and will have to play a deciding match of four games up. The third prize was won by M. Clemenz with 8½, and the fourth and fifth were divided between Messrs. Dobrowitzki and Jurewitsch, who scored 8.

From *Checkmate*, the new American chess magazine, we learn that M. Jasnogrodsky has been giving remarkable exhibitions of his skill at Yarmouth, Canada. He opposed the two best players of the local club simultaneously blindfold, and at the same time carried on six other games over the boards with members of the club, all of whom he defeated. Of the two blindfold games he won one and drew the other.

Hastings.—The annual Chess Festival of the Hastings and St. Leonards Club was held on April 26th, 27th, 29th, and 30th, in the Central Hall, Bank Buildings, Hastings. We go to press too early this month for a detailed notice of the various interesting items of the very enterprising programme, but in our next issue we hope to give a good report. Messrs. Blackburne, Gunsberg, and Teichmann were all engaged to give exhibitions of their skill.

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Tees-Side Association.—The present season's contest for the Challenge Trophy of this Association was recently brought to a close, and resulted in favour of West Hartlepool. The other competing clubs were Stockton and Saltburn. The teams comprise not less than eight players, but may be increased by mutual consent. The competition was inaugurated in 1886, and since that time Stockton has been successful eleven times; West Hartlepool three times. In 1895 the contest was abandoned unfinished, and in 1898 there was no competition owing to the epidemic of smallpox on Tees-Side.

There has been ended recently a large Handicap Tourney at the New Orleans Club. There were 34 entries, divided into four classes, each entrant having to play with every other at odds or evens according to class. Three prizes were allotted to each class, and in Class I. the first was gained by Mr. Wilcox, who won all his 33 games! The second went to Mr. Mac Connell, with 31 points, and the third to Mr. Labatt, with 29 points. Mr. MacConnell also gained the prize for the best game, and Mr. Labatt the prize for the most brilliant game. We are indebted to the *Stratégie* for the above information, and we much regret to see in it an announcement of the death of our old friend Señor Vasquez. No particulars are given, as the news arrived just as the French magazine was going to press.

Manchester Chess Club.—On Thursday evening, March 28th, the Manchester Chess Club, established in 1817, and claiming to be the oldest chess club in the kingdom, inaugurated a new departure by admitting ladies, for the first time in its history, as members of the club. To celebrate this occasion and also the recent extension of the rooms and the reorganization of the catering department, a special chess conversazione was held. The president (Mr. J. Burgess) reviewed the history of the club, and dwelt upon future possibilities. Several old members also gave some reminiscences of old times. Dr. E. Lasker, the chess champion, briefly explained the new variety of the game of chess entitled "Kriegspiel." Other examples of peculiar forms of chess such as the "circular," the "three-handed," and the "four-handed" were shown. The evening was then devoted to a "rapid transit tournament," in which many ladies participated. After three rounds had been played the following were announced as prize-winners:—Mrs. J. D. Waterhouse, Mr. L. Rapaport, Mr. W. Lunt, and Mr. M. Holt.

"Look before you leap."—At page 93 of our issue for March last we published a game ending won at Hereford by Dr. Lasker against Mr. Robert Lee. This position was subsequently taken from our pages by the Chess Editor of the *Glasgow Weekly Herald*, and reproduced in his column with proper acknowledgment to *B.C.M.* This proceeding has aroused the ire of the Chess Editor of the *Hereford Times* to such an extent that he recently practically suggested that the credit should have been given to his journal, and that the position had been taken originally from his column without any acknowledgment whatever. Our first intention was to ignore the remarks of the *Hereford Times*, but as a third party has been brought into the question we take this opportunity of saying that the position was

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in our possession for some time before we published it, and further that it was sent to us from the Hereford Association together with an item of news concerning the Association tournament, which we duly reported at page 68 of our February number! *Verb sap.*

An interesting county match was played at the City of London Chess Club, on April 25th, 1901, between Essex and Norfolk. Full score:—

ESSEX.		NORFOLK.	
Mr. W. Ward	0	Dr. Crook	1
Mr. H. Erskine	1	Mr. A. T. Nicholls	0
Mr. J. F. Allcock	1	Dr. Lack	0
Mr. C. Hammond	1	Rev. C. MacMichael	0
Mr. G. Freeman	½	Rev. E. H. Kinder	½
Dr. F. H. Bonnefin	0	Mr. W. S. Daws	1
Mr. G. F. Williams	½	Mr. F. W. Wilson, M.P.	½
Mr. P. R. Gibbs	1	Mr. G. E. Amies	0
Mr. F. W. Markwick	1	Mr. A. LeGood	0
Mr. E. B. Waugh	1	Mr. T. Y. Johnson	0
Mr. A. Rottjer	0	Rev. J. A. Laurence	1
Mr. Wilson Marriage	0	Mr. G. A. Koek	1
Mr. T. H. Baker	1	Mr. F. H. Newton	0
Mr. J. W. Wright	1	Mr. E. A. Field	0
Mr. E. J. Gibbs	1	Mr. A. E. Aldis	0
Mr. A. Beecroft	½	Mr. P. B. LeGood	½
	10½		5½

We received a long time ago a greeting from the Sandgate Club of Queensland, Australia, in the form of an embossed Christmas card, with some appropriate chess poetry on the face of it, and in the inside a picture of a colonist and a black native playing chess, with the wish of the season's compliments inscribed thereon, and the names of the other officers of the club. From a copy we have since received of the *Queensland Sportsman* it appears that there are several chess clubs in the colony, and that there is a Queensland Chess Association, the annual meeting of which was held in February, about 80 members being present. The number of clubs affiliated is now twelve, and the membership nearly 200. The competition for the trophy was won by the School of Arts Club. This club has now won the competition twice, and the Brisbane Club three times. The rules provide that the club winning the trophy the greatest number of times in seven rounds shall keep it. It was suggested that there should be another competition for the clubs which have no chance of winning the trophy. The evening was concluded with a social and musical entertainment, after the annual election of officers, and the financial statement, from which it appeared that there was a small balance, and no liabilities.

The Chess Handicap of the Philidor Club, Paris, was concluded on the 17th April, when the distribution of prizes was preceded by an excellent concert, all the items of which were supplied by members of the club, who thus showed that chess was not their only forte. The Handicap, which was a great success (there being no less than 82 entries) commenced January 5th, and finished on March 30th. It was conducted on the "knock-out" plan, and after four rounds the following played off in a final pool, with the

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result as follows:—M. Chatard, 11½ points (scratch), first prize, 100 frs.; M. Decherencey, 10 points (Rook), second prize, 60 frs.; M. Davril, 8½ points (P and move), third prize, 40 frs.; M. Du Bois, 8 points (P and two moves), fourth prize, 25 francs; M. Vitta, 5 points (Knight), fifth prize, 20 frs., and M. Bretin, 5 points (Rook), sixth prize 15 frs. (*ex æquo*); M. Philpin, 4 points (Rook P and move), 1 year's sub. to the *Strategie*, and M. Truelle, 4 points (Rook P and move), copy of the *Chess A B C* (*ex æquo*).

It is interesting to note that M. Du Bois is an old member of the Regent Street Polytechnic Chess Club.

The "Fournois de Classement" (53 entries), now in full swing, is likely to be very interesting; amongst the top players are MM. Sittenfeld, Chatard, Grommer, and also a strong English player, Mr. Smith.

M. Maurat, the genial president of the Association Française des Echecs, wishes to get up a tournament in which all the strongest of Parisian amateurs would take part, but the scheme is for the moment impossible.

Cumberland County Chess Association Championship Competitions.

SENIOR CHAMPIONSHIP.—FIRST ROUND.

Mr. A. D. Firth, Harrington...	1	1	*v.*	Mr. J. H. Walker, Cockermouth	0	0
SECOND ROUND.												
Mr. H. Needham, Workington	0	0	*v.*	Mr. H. Doyle, Egremont	1	1
Mr. J. T. Pollock, Brigham ½	0	1	0	*v.*	Mr. J. Crelling, Workington ½	1	0	1
Mr. D. Harkness, Workington	0	0	*v.*	Mr. W. A. Butler, Workington	1	1
Mr. T. Walters, Workington	1	0	1	*v.*	Mr. W. H. Cockett, Lawton	0	1	*0
Mr. C. Platt, Wetheral	1	1	*v.*	Mr. T. Blackwell, Workington	*0	*0
Mr. A. Pears, Workington	*0	*0	*v.*	Mr. J. H. Brooksbank, Work'ton	1	1
Mr. B. Green, Cockermouth	0	0	*v.*	Mr. J. W. Watson, Cockermouth	1	1
Mr. A. D. Firth, Harrington	1	1	*v.*	Mr. U. Wilson, Workington	0	0
THIRD ROUND.												
Mr. C. Platt, Wetheral	0	0	*v.*	Mr. J. H. Brooksbank, Work'ton	1	1
Mr. H. Doyle, Egremont	1	1	*v.*	Mr. J. Crelling, Workington	0	0
Mr. J. W. Watson, Cockermouth	0	0	*v.*	Mr. W. A. Butler, Workington	1	1
Mr. T. Walters, Workington	0	1	½	0	*v.*	Mr. A. D. Firth, Harrington	1	0	½	1
FOURTH ROUND.												
Mr. J. H. Brooksbank, Wor. ½	1	½	0	0	*v.*	Mr. H. Doyle, Egremont ½	0	½	1	1
Mr. W. A. Butler, Workington	1	½	1	*v.*	Mr. A. D. Firth, Harrington	0	½	0
FINAL.												
Mr. W. A. Butler, Workington	1	1	*v.*	Mr. H. Doyle, Egremont	0	0

JUNIOR CHAMPIONSHIP.—FIRST ROUND.

Messrs. W. Peile, Brigham, and F. Adair, Workington, byes.

Mr. G. Yeomans, Cockermouth	1	1	*v.*	Mr. D. Pollock, Cockermouth	0	0
Mr. A. Kennard, Brigham	1	1	*v.*	Mr. —. Greenhow, Cockermouth	0	0
SECOND ROUND.												
Mr. F. Adair, Workington	1	1	*v.*	Mr. G. Yeomans, Cockermouth	0	0
Mr. A. Kennard, Brigham	1	0	1	*v.*	Mr. W. Peile, Brigham	0	1	0
FINAL.												
Mr. A. Kennard, Brigham	0	0	*v.*	Mr. F. Adair, Workington	1	1

* These games were lost by forfeit.

First named in each case had choice of ground.

Mr. Butler, of Workington, is therefore the holder of the chess championship of the county for the ensuing year, and is entitled to a prize value £2 2s. Mr. F. Adair, of Workington, as the junior champion of the county, is entitled to a prize value 10/6.

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Yorkshire Chess Association.—The C. S. Kitchin Memorial Correspondence Tournament. At a meeting held at Leeds, on April 13th, the following eight players were selected by the Y.C.A. committee to take part in the first contest for the "C. S. Kitchin Prize":—Mr. W. Atkinson (Hull), Mr. A. Denham (Huddersfield), Mr. W. Gledhill (Dacre Banks), Mr. J. E. Hall (Bradford), Mr. J. Musgrove (Leeds), Rev. J. L. Peach (Malton), Mr. F. P. Wildman (Leeds), and Mr. J. A. Woollard (Keighley). Of the eighteen entries received, two were not eligible, and one retired in favour of Mr. A. Denham, Huddersfield. The time-limit is 24 hours per move, and play started on April 22nd. Mr. I. M. Brown was appointed adjudicator. Each player contests one game with each of the other players.

County Tournaments.—It was decided that the County Tournaments for Classes A, B, and C should be held during the summer months as usual, with the following prizes:—Class A (championship), first £4 4s., second £2 2s.; Class B, first £3 3s., second £1 11s. 6d.; Class C, first £2 2s, second £1 1s. The contest to be finished by December 31st.

The annual meeting of the Association was held at the Grand Restaurant, Leeds, on April 27th. Forty players entered the tournament, which was conducted on the usual system of sections of four players each. At 6-30, an adjournment of play occurred for the business meeting, at which Mr. I. M. Brown presided. A satisfactory report and a balance sheet, showing a surplus of £4 14s. 10d., were presented and adopted. The election of officers resulted as follows: president. the Marquis of Ripon, K.G. (re-elected); hon. treas., Mr. S. Crispin, Huddersfield (re-elected); hon. sec., Mr. F. P. Wildman, Leeds, *vice* Mr. J. A. Woollard, who declined nomination on account of pressure of other important business affairs. On the proposal of Mr. I. M. Brown, a special vote of thanks was passed to the Kitchin family for their generous gift of the 'Kitchin Memorial Fund.'

Chess in Scotland.—The past month has been chiefly taken up with closing meetings and distribution of prizes. The Stirling Club had a very successful dinner at which 81 sat down, and the Burns Club had the usual smoker and concert. The closing meeting of the Glasgow Club takes place in the first fortnight of May, but it is a business-like affair, and has none of the social and musical attractions which some of the other clubs sustain. May will be a great month for chess in Scotland. As already mentioned, the Scottish Chess Association Congress opens at Glasgow, Friday evening, 24th May, when there will be three tournaments as usual with the following prizes:—Major Tournament (deciding championship of Scotland): first prize, £8 8s., and Spens Memorial Gold Medal, also to hold Championship Cup for year; second prize, £5 5s.; third prize, £3 3s.; fourth prize, £2 2s.; entry-money, 10s. Minor Tournament (for players not considered strong enough for the Major): first prize, £5 5s.; second prize, £3 3s.; third prize, £2 2s.; fourth prize, £1 1s.; entry-money, 5s. Handicap Tournament (on 'knock-out' plan, open to all members): first prize, £4 4s.; second prize, £3 3s.; third prize, £2 2s.; fourth prize, £2 2s.; entry-money, 2s. 6d. Entries may be sent to the secretary, at 28, St. Andrew Square, Edinburgh, up to 22nd May; and at Glasgow Chess Club,

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24th May, up to 6 p.m. As the prizes have been doubled this year, and amount in all to £45, it is expected there will be a large entry, but if the number is too large to get through the work in four to six days, no doubt the executive will divide the entrants into sections. As regards the Minor Tournament, it is not compulsory to play during the day. Another important event will be the match between the Scottish Chess Association and the Northern Counties Union, which is to take place at Glasgow, on Saturday, 25th May. Our Southern friends will have an opportunity of seeing the Glasgow Exhibition, which is, we understand, the largest Exhibition ever held in this country, and it will be well worth a visit. There need be no fear about the smallpox scare in Glasgow; the disease is practically stamped out, and at the worst was chiefly confined to the East end of the City.

Kent Chess Association.—We have much pleasure in giving publicity to the programme of the Annual Congress of the Kent Association, which is to be held at the Town Hall, Folkestone, commencing Monday, May 27th, and concluding Thursday, May 30th. The proceedings will be opened at 9-30 a.m., with a reception by His Worship the Mayor of Folkestone (D. Baker, Esq., J.P.). We append particulars of the various events, and we specially direct the attention of intending competitors to the fact that the latest date for receiving entries is May 11th, but the labours of the secretary, Mr. W. W. White, Lancaster House, Burnt Ash Hill, Lee, Kent, will be greatly facilitated if players will send in their names as early as possible. Tuesday afternoon, May 28th, from 2-30 to 5-30 p.m., is to be devoted to an outing organised by members of the Folkestone Club; if the weather is unfavourable for an outing, consultation and simultaneous games will be played, and the outing postponed till next day. Mr. J. H. Blackburne, Mr. R. Teichmann, and Mr. S. Tinsley will attend for the purpose of giving entertaining exhibitions of their skill, their portion of the programme comprising blindfold play, simultaneous play, and games in consultation. The following are the particulars of the competitions and prizes:—

Championship Tournament: the winner will hold the Challenge Cup with the title of Chess Champion of the County for one year, and will also take the first prize, given by the Mayor of Folkestone, value £6 6s.; second prize, value £2; entrance fee, 5/-. Extra Tournament: this tournament will be played in sections, according to the number of entries, and the winners of the sections will play a final round for the prizes; there will be as many prizes as there are sections; the first prize will be a Silver Cup, value £6 6s., presented by J. Banks, Esq.; the second and subsequent prizes are presented by Sir Edward Sassoon, Bt., M.P.; entrance fee, 2/6. 'Knock-out' Tournaments: confined to eight players in each, to allow of only three rounds, to be completed on Whit Monday; a prize will be given for each tournament, value £1; entrance fee, 2/6. Ladies' Open Handicap Tournament: first prize, Silver Queen; second prize, value £1; entrance fee, 2/6. Open Tournament: this tournament will be held providing not less than 12 entries are received; all entries to be subject to the approval and acceptance of the committee; first prize, £10, presented by Lord

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Dunsany; second prize, £6; a third prize will be given if a sufficient number of entries are received; entrance fee, 10/6. Time-limit, 24 moves an hour.

Accommodation at Folkestone.—Specially reduced terms have been secured from the proprietors of hotels and boarding houses for those attending the Congress. Particulars will gladly be forwarded by Mr. A. T. Swinhoe (hon. secretary Folkestone Chess Club), 10, Westbourne Gardens, Folkestone, and he will be pleased to secure accommodation for any who apply to him. All visitors will be heartily welcomed, and members of the Association are requested to make this as widely known as possible. Tea, coffee, and light refreshments will be provided for them at every afternoon sitting. The Congress will close with a dinner at the Queen's Hotel, Folkestone, at 7-30 p.m. on Thursday.

Match: Kent *v.* Surrey.—The annual match of 100 a-side between these counties was contested on April 20th, at the Victoria Hall, Rochester, and Surrey won by 56½ to 43½, the latter figures including ten games scored by default against absentee Surrey players. Prior to the match a reception was held by the Mayors of Rochester (Councillor C. Tuff) and Chatham (Aldermen C. E. Skinner). After the play-time—4 to 7-15 p.m.—the visitors accorded a hearty vote of thanks to above named gentlemen for their hospitality.

LONDON CHESS.—The annual meeting of the City of London Chess Club was held on the 28th March. There was an excellent attendance. Sir George Newnes, Bart., M.P., was elected president; Messrs. Gastineau, Moriau, and Neumann vice-presidents; and Mr. J. W. Russell hon. sec The annual subscription was raised to £2 2s. The championship tournament has again resulted in the success of Mr. T. F. Lawrence with the splendid score of 18 wins, 3 draws, no losses. The next best final scores are as follows:—Mr. Herbert Jacobs, 15 wins, 3 draws, 2 losses, Mr. Physick to play; Mr. W. Ward, 15 wins, 3 draws, 3 losses; Mr. E. O. Jones, 14 wins, 1 draw, 5 losses, and Mr. Physick to play; Dr. Smith, 14 wins, 2 draws, 5 losses; Mr. A. Curnock, 12 wins, 5 draws, 4 losses.

Sir Wyke Bayliss has been elected president of the Metropolitan Chess Club. The Metropolitan has had a very good season.

The Ladies' Chess Club has done some hard fighting during the season, and though not successful in the League Competition has had some good results in other matches. The double round tournament for the club championship has resulted in the success of Miss Finn with a score of 8½, Mrs. Fagan was second with 8 points, and Mrs. Anderson third with 6½. The ladies contested their return match against the Brighton ladies, on April 18th, and won by 3½ to 2½. On Saturday, May 4th, the ladies will be "At Home," and are expecting a large gathering of friends. A rapid transit tournament is to be the chief attraction. Too late for notice in our last issue we learnt of a very pleasant outing to Blackheath, where a match was contested against the local club, and the ladies were successful by 9½ to 3½. The reception and entertainment provided by the members of the Blackheath Club was charming in every way, and their extreme kindness was most highly appreciated.

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THE LONDON CHESS LEAGUE.—We now give full score in all the Divisions of the League Competition, by which it will be seen that play is completed except in "C" Division, in which St. Martin's and Walthamstow have yet to play. The winners are:—"A" Division, Lud-Eagle, 9 out of 10; "C" Division, Clapham, 8 out of 9; Early Hour Division, Forrest Gate, 4½ out of 5.

LONDON CHESS LEAGUE SCORE, 1900-1.

"A" DIVISION.

	1	2	3	4	5	6	7	8	9	10	11	Total.
1 Athenæum ..	—	1	1	1	½	1	1	0	1	1	½	8
2 Battersea ...	0	—	1	1	0	1	1	0	0	0	½	4½
3 Brixton ...	0	0	—	0	0	0	½	0	0	0	0	½
4 East London	0	0	1	—	1	0	1	0	0	0	1	4
5 Hampstead ...	½	1	1	0	—	0	1	0	½	0	1	5
6 Insurance ...	0	0	1	1	1	—	1	0	0	0	1	5
7 Lee	0	0	½	0	0	0	—	0	0	0	0	½
8 Lud-Eagle ...	1	1	1	1	1	1	1	—	0	1	1	9
9 Metropolitan	0	1	1	1	½	1	1	1	—	½	1	8
10 North London	0	1	1	1	1	1	1	0	½	—	1	7½
11 West London	½	½	1	0	0	0	1	0	0	0	—	3

"B" DIVISION. NO ENTRIES.

"C" DIVISION.

	1	2	3	4	5	6	7	8	9	10	Total.
1 Barnsbury ...	—	0	0	0	0	1	0	0	0	1	2
2 Clapham ...	1	—	1	½	1	1	½	1	1	1	8
3 Kennington	1	0	—	1	0	0	½	1	1	1	5½
4 Maida Vale	1	½	0	—	0	1	1	1	1	1	6½
5 Polytechnic	1	0	1	1	—	1	1	1	½	1	7½
6 St. Martin's	0	0	1	0	0	—	0		1	1	3
7 Toynbee ...	1	½	½	0	0	1	—	1	1	1	6
8 Walthamstow	1	0	0	0	0		0	—	½	1	2½
9 West Norwood	1	0	0	0	½	0	0	½	—	0	2
10 Willis Street	0	0	0	0	0	0	0	0	1	—	1

EARLY DIVISION.

	1	2	3	4	5	6	Total.
Forest Gate	—	1	1	½	1	1	4½
Ladies	0	—	½	1	1	½	3
London County Council	0	½	—	½	1	0	2
Local Government Board	½	0	½	—	1	1	3
Victoria	0	0	0	0	—	0	0
Wood Green	0	½	1	0	1	—	3½

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Match: Northern Counties' Union *v.* Scotland.—At a Meeting, held in Manchester, on April 3rd, the executive of the N.C.C.U. decided to accept a challenge from the Scottish Association to contest a match in Glasgow, on May 25th, with 25 players on each side. Time-limit 20 moves an hour.

Northern Counties' Individual Championship.—During the past month this contest has been advanced a further stage. Mr. F. Downey (Northumberland) met and defeated Mr. J. Wilson (Lincolnshire) at Ripon, and Messrs. Marriott (Cheshire) and Doyle (Cumberland) met at Carnforth, to complete their unfinished game, which ended in favour of Mr. Marriott, who will now meet Mr. Downey in the final round, which will probably be played at Leeds.

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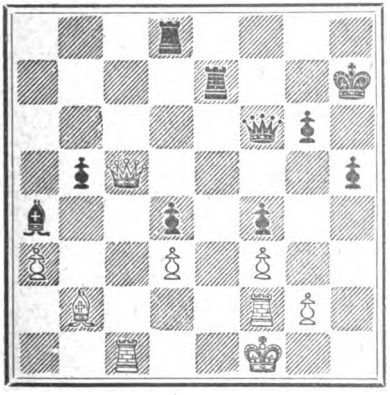

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Correspondence Match: North *v.* South.—Play in the match by correspondence between the Northern and Southern Counties' Chess Unions was brought to a close on April 15th, on which date five games were still in progress. We append these positions, which have been forwarded to the honorary adjudicator, Mr. H. E. Atkins, for his award, which we hope to give in our next issue.

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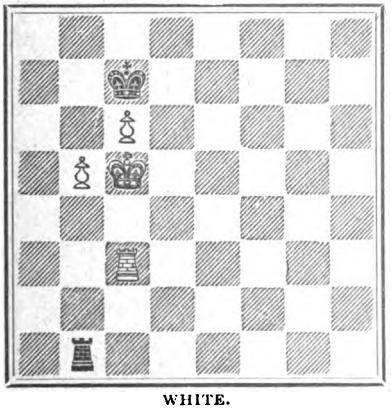

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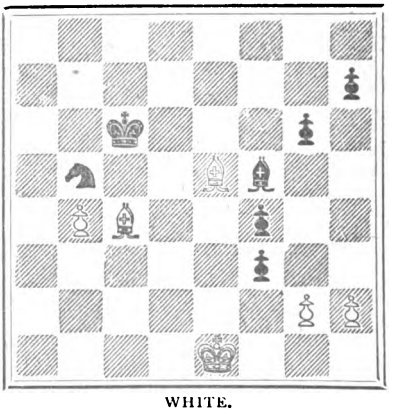

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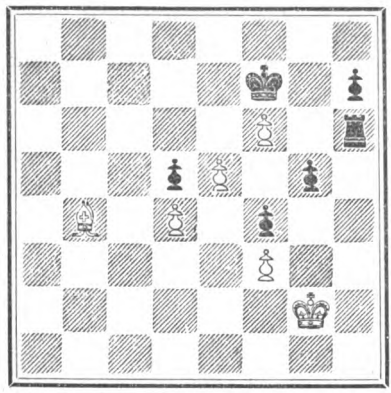

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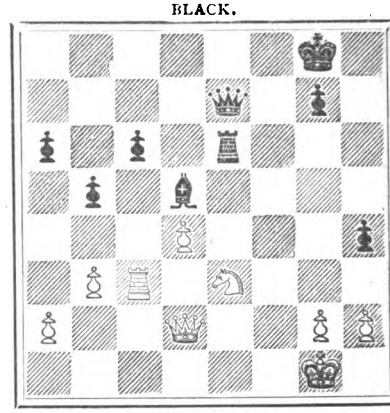

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White to move.

The following is the full score of the match to date :—

SOUTHERN COUNTIES.		NORTHERN COUNTIES.	
Mr. W. H. Gunston, Cambridge ...	0 ½	Mr. A. Burn, Lancashire	1 ½
Mr. C. D. Locock, Surrey	1 1	Mr. G. A. Schott, Yorkshire	0 0
Mr. W. Ward, London	1 1	Mr. F. Downey, Northumberland ...	0 0
Mr. D. Y. Mills, Gloucestershire ...	1 *	Mr. F. E. Spedding, Lancashire ...	0 *
Mr. H. W. Trenchard, London... ...	0 1	Mr. F. P. Wildman, Yorkshire	1 0
Mr. T. Physick, London	0 0	Mr. F. C Carroll, Lancashire	1 1
Mr. J. F. H. Elwell, Hants	1 1	Rev. W. C. Palmer, Lancashire ...	0 0
Mr. S. Passmore, London	1 1	Mr. J. Wilson, M.A., Lincolnshire ...	0 0
Mr. H. Brewer, London	0 0	Mr. W. Atkinson, Yorkshire	1 1
Mr. H. F. S. Cheshire, Sussex	½ *	Mr. J. Birks, Durham	½ *
Mr. A. E. Tietjen, London	1 1	Mr. C. H. Wallwork, Lancashire ...	0 0
Mr. P. Howell, London	0 0	Mr. W. Brunton, Yorkshire	1 1
Mr. C. E. C. Tattersall, London ...	0 *	Mr. J. A. Woollard, Yorkshire ...	1 *
Mr. W. T. Pierce, Kent	1 1	Mr. E. G. Sergeant, Northumberland	0 0
Mr. C. J. Lambert, Devon...	0 0	Mr. H. E. Wright, Durham	1 1
Mr. H. E. Moore, Gloucestershire ...	1 1	Mr. C. Coates, Lancashire	0 0
Mr. F. P. Carr, London	1 1	Dr. Shaw, Lancashire	0 0
Mr. C. J. Woon, London	1 1	Mr. J. Rogers, Lincolnshire	0 0
Mr. E. Emery, London	1 0	Mr. F. H. Wright, Yorkshire	0 1
Mr. A. Curnock, London	1 ½	Mr. P. R. Clifford, Yorkshire	0 ½
Mr. A. A. Bowley, Sussex...	½ 1	Dr. Lowenthal, Lancashire	½ 0
Mr. F. N. Braund, Sussex...	0 ½	Mr. J. Musgrove, Yorkshire	1 ½
Mr. R. C. Turnbull, London	1 1	Mr. T. H. Lambert, Lancashire ...	0 0
Mr. F. H. Miles, Sussex	1 ½	Mr. W. J. Greenwell, Northumberland	½ 0
Mr. S. van Gelder, Gloucestershire ...	0 1	Mr. G. H. Harrison, Yorkshire ...	0 1
Mr F. Anspach, London	½ 0	Mr. H. Doyle, Cumberland	½ 1
Mr. M. Michael, London	1 1	Mr. J. Foulds, Yorkshire	0 0
Dr. Deighton, Cambridge	1 0	Mr. S. Keir, Lancashire	0 1
Mr. W. E. Vyse, London	½ 1	Mr. J. H. Brooksbank, Cumberland...	½ 0
Mr. F. W. Flear, Huntingdonshire ...	0 ½	Mr. J. Nicholson, Northumberland ...	1 ½
Mr. H. Erskine, Essex	1 ½	Mr. R. H. Philip, Yorkshire	0 ½
Mr. W. Bridger, Sussex	1 0	Mr. J. Higgins, Cumberland	0 1
Dr. Dunstan, London	0 1	Mr. P. R. England, Lancashire	1 0
Mr. T. B. Girdlestone, London... ...	0 ½	Mr. W. Gledhill, Yorkshire	1 ½

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Mr. H. G. Lee, Gloucestershire	0	Mr. H. Greenwell, Northumberland	1
Mr. H. L. Bowles, London	*	Mr. F. C. Howell, Yorkshire	*
Mr. T. M. Friedberger, Sussex	1	Mr. S. M. Cockin, Yorkshire	0
Mr. T. W. Newman, London	1	Mr. A. E. Greig, Cheshire	0
Mr. T. E. Hayden, London	0	Mr. J. J. Shields, Yorkshire	1
Mr. J. A. Watt, Sussex	1	Mr. W. D. Hawdon, Northumberland	0
Mr. H. D. O'Bernard, Devon	0	Mr. M. Jackson, Yorkshire	1
Mr. F. Purchas, Sussex	0	Mr. F. Stainsby, Yorkshire	1
Mr. G. W. Williams, Essex	0	Mr. W. Nixon, Northumberland	1
Colonel Chisholm, Gloucestershire	0	Mr. C. W. Roberts, Yorkshire	0
Mr. T. Taylor, Devonshire	1	Mr. C. J. B. Lowe, Lancashire	0
Mr. G. B. Capel, Somerset	0	Mr. D. Cook, Durham	1
Mr. G. V. Sutton, London	1	Mr. M. M. Holt, Lancashire	0
Mr. J. A. Green, London	0	Mr. C. Croft, Yorkshire	1
Colonel E. Law, Gloucestershire	1	Mr. W. H. Burgess, Lancashire	0
Mr. W. Mears, Devonshire	*	Mr. C. Platt, Cumberland	*
	53½		41½

* Position sent for adjudication.

An examination of the score gives the following results on the Northern Side. Score :—

County.	No. of Players.	Games won.	Games drawn.	Games lost.	For adj'cation.
Yorkshire	19	20	5	11	2
Lancashire	14	5	4	18	1
Northumberland	7	3	4	7	0
Cumberland	4	2	2	3	1
Durham	3	3	2	0	1
Lincolnshire	2	0	0	4	0
Cheshire	1	0	0	2	0
	50	33	17	45	5

A NEW DEFENCE TO THE RUY LOPEZ.

AFTER the moves 1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—Q B 3; 3 B—Kt 5, P—Q R 3; 4 B—R 4, P—Q Kt 4; 5 B—Kt 3, Kt—R 4; it has been suggested that instead of sacrificing a piece for two Pawns, and a doubtful attack by 6 B × P ch, K × B; 7 Kt × P ch, White should play 6 Kt—Q B 3, threatening, in case of 6..., Kt × B; 7 R P × Kt, to win either the K P or the Q Kt P. It occurs to me, however, that instead of at once taking the B with Kt, Black should simply play 6..., P—Q 3; as the White Bishop cannot escape capture, and White cannot now continue with 7 P—Q 4, on pain of P × P; and if Q or Kt retakes, P—Q B 4 wins a piece. White's best 7th move therefore is either P—Q 3 or Castles, whereupon Black may exchange his Kt for the B, and then play B—Kt 2, or K 3, or Kt 5, with an equal game, and a far less embarrassing one than in the ordinary defences prescribed in the books. B—Kt 2 would probably be the best of these, for the defence of the Q R P, which otherwise would be weak. Black can afterwards develop his King's side by B—K 2 and Kt—B 3; or P—K Kt 3 and B—K Kt 2, &c.

C. E. RANKEN.

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MR. Ranken's interesting article on a New Defence to the Ruy Lopez reminds me of some games played about ten years back at Harrogate, and again in 1896-7 with Mr. Sutcliffe, who used to play that defence. I remember I thought at the time and still think White may venture to sacrifice his K B for two Pawns and a strong attack. I offer a few variations in the hope they may elicit further correspondence on this interesting departure from the well-trodden track of this favourite opening. The opening moves are: 1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—Q B 3; 3 B—Kt 5, P—Q R 3; 4 B—R 4, P—Q Kt 4; 5 B—Kt 3, Kt—R 4. I now propose 6 B × P ch, K × B; 7 Kt × P ch, K—K 2 (this is best, for if K—K 3, White can continue 8 Q—Kt 4 ch, and will in most cases win the exchange); 8 Kt—Q B 3 (8 Q—B 3 is inviting enough, but could be met by Kt—K B 3, then if 9 P—Q 4, B—Kt 2; 10 B—Kt 5, P—Q 3; 11 Kt—Q 2, K—K sq, and Black will get out of his difficulties); Black has three replies, B—Kt 2, Kt—K B 3, and P—B 3.

(1) 8..., B—Kt 2; 9 Kt—Q 5 ch, B × Kt; 10 P × B, P—Q 3 (Q—K sq better.—C.E.R.); 11 Q—K 2, &c. As the position is rather curious I append a diagram.

Position after White's 11th move:—
Q—K 2.

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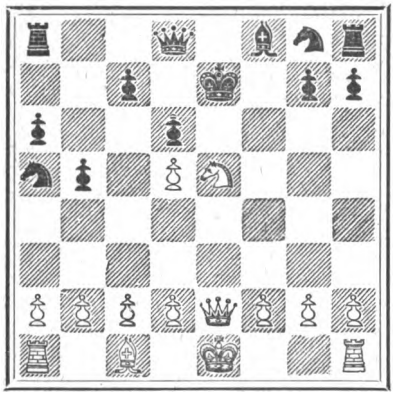

WHITE.

(2) 8.... Kt—K B 3; 9 Kt—Q 5 ch, Kt × Kt; 10 P × Kt, P—Q 3; 11 P—Q 4, &c. Black is not obliged to take the Kt at move 9, but if he play K—K sq, White can still play 10 P—Q 4, with a good attack.

(3) 8..., P—B 3 (probably his best reply); 9 P—Q 4, Kt—B 3; 10 B—Kt 5, P—Q 3; 11 Q—B 3, K—K sq; 12 Castles (Q R), with a lively game.

These few illustrations will show that even if 6 B × P ch is not theoretically sound, it may be ventured over the board with a fair prospect of a good attack resulting in a successful issue.

W. TIMBRELL PIERCE.

THE PROBLEM WORLD.

All communications respecting problems must be addressed to Mr. B. G. Laws, 21, Nelson Road, Stroud Green, London, N.

"LEISURE HOUR" PROBLEM TOURNEY.—The result of the Ladies' section for 3-ers has been settled in favour of Mrs. Baird, who secures the guinea prize for the following problem:—

By Mrs. W. J. Baird.—2 Kt 5 / B 7 / 6 Kt 1 / 3 P 3 K / 1 p k 5 / 1 p 3 p Q 1 / 1 P 6 / 8 /. Mate in three.

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The same authoress takes second prize in the two-move section. By Mrs. W. J. Baird.—8 / 4 P p Kt 1 / 2 p k B P 2 / P 7 / 3 Kt 4 / 3 R 1 P 2 / 2 Q 4 K / 8 /. Mate in two.

ALL-IN SOLUTION TOURNEY.—Score Table :—

	Old Score. (See Mar.)	Old Score. (Suis.)	1885	1886	1887	1888	Apr. Totals.	Sui-mate Tourney Totals.
§"East Marden"	... 84	... 80	... 3	2	3	3	... 95	... 91
‡‡A. C. White	Cancelled	... 106	... 3	2	3	3	... 11	... 117
‡C. S. Earle	... 14	... 77	... 3	-2	3	3	... 21	.. 84
‡Chas. Johnston	. 226	... 108	... 3	2	3	3	... 237	... 119
‡W. H. Thompson	... 171	... 120	... 3	-2		3	... 175	... 124
††"Beta"	... 303	... 64	... 3	2	3	3	... 314	... 75
††E. W. Brook	. 63	... 27	... 3	2			... 68	... 32
††"Gibson"...	... 368	... 120	... 3	2	3	3	... 379	... 131
††J. D. Tucker	... 388	... 49	... 3		3		.. 394	... 55
†J. J. O'Hanlon	... 298	... 106	... 3	2	3	3	... 309	... 117
†P. L. Osborn	... 334	... 114	... 3	2	3	3	... 345	... 125
†R. M. Peake	... 285	... 87	... 3	2	3	3	.. 296	... 98
*S. H. Hall	... 170	... 96	.... -2	2	3	3	... 176	... 102
*Capt. G. A. Forde	... 345	... 40	... 3	2	3	3	... 356	... 51
*I. Y. Fullerton	... 124	... 68	... 3	-2	3	3	... 131	... 75
*J. J. Jones	... 210	... 87	...					
*E. E. Westbury	... 83	... 92	... 3	2	3	3	... 94	... 103
*G. Woodcock	... 50	.. 100	... 3	2	3	3	... 61	... 111
"D.C.T."	... 339	... 105	... 3	2	3	3	... 350	... 116
A Baker	... 211	... 78	... -2	2	3	3	... 217	... 84
H. S. Brandreth	... 194	... 14	...					
G. H. C.	... 224	... 72	... 3		3	-2	... 228	... 76
"Cigaro Nicotini"	... 67	... 24	... 3	2	3	3	... 78	... 35
T.D.	... 356	... 65	... -2	2	3	3	... 362	... 71
D. C. Gregson	... 19	...						
A. J. Head	... 150	... 51	.. 3	2	3	3	... 161	... 62
Eugène Henry	... 46	...						
F. Kent...	... 339	.. 6	...					
Miss V. Hel. Macmeikan ...	... 55	... 9	...					
J. M. Malcolm	... 119	... 31	...					
"Selbats"	... 257	... 76	... 3	2	3	3	... 268	... 87
G. A. Thomas	... 50	. 50	...					
"K. W."	... 268	... 33	...					
G. Whittle	... 12	... 6	. 3	2	3	3	... 23	... 17

* Previous winners. † Twice winners. †† Winners three times.
** Winners four times. ‡ Winners five times. ‡‡ Winner six times.
§ Winner seven times.

We much regret that this month we have quite a chapter of accidents to negotiate and rectify. In most cases the errors were caused by pressure on our time, and we had to take matters for granted, and in the other cases we are at a loss to understand how they arose.

In "Selbats" All-in score last month (and also in March) the figure 2 was "dropped." It is replaced above (257).

A somewhat similar mistake occurred in A. C. White's score in March. Obviously his total should read 405 and not 105. This error was continued in the April issue, and instead of 132 he was entitled to 432. This rather

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complicates matters, as Mr. White by this score of 432 was properly the monthly winner instead of J. D. Tucker (making his sixth success). Mr. Tucker, however, comes to the front this month. A transposition of moves!

G. Whittle's score must suffer a deduction of 3 points on his own honest conviction. He informs us he did not solve No. 1580.

C. S. Earle's Sui-mate total (April) should be 77 and not 82.

"Beta" is entitled to 200 more (see February and March).

K.W's score should have been given as 268 and 33. See February, and add the March gains.

A. C. White as mentioned above is the winner for last month, whilst J. D. Tucker secures the honour this month.

Solutions to problems in this issue should reach us by 10th June.

The solutions to problems published last month should be in our hands by the 10th May, and not June as stated.

"BRIGHTON SOCIETY."—The Awards by G. Hume and B. G. Laws in this problem tourney have been made public. The prize positions are well deserving of study and admiration.

In the two move section the award is: first, H. F. W. Lane (Oxford); second, E. E. Westbury (Birmingham); third, P. G. L. Fothergill (Twickenham); hon. men., A. Wheeler (Worksop), A. F. Mackenzie (Jamaica), and P. F. Blake (Manchester).

The three-move section resulted as follows: first, A. F. Mackenzie; second, P. F. Blake; third, A. F. Mackenzie; hon. men., H. F. W. Lane, Rev. J. Jespersen (Denmark), and Max Feigl (Vienna).

It is a most singular coincidence that the first prize winner in each section should be similarly afflicted—as our readers know, they are both composers deprived of sight. The following are the prize problems:—

First prize two-mover.

By H. F. W. LANE, Oxford.

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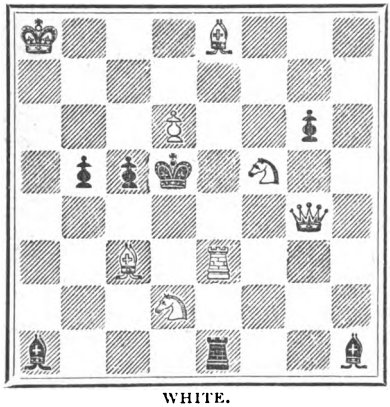

WHITE.
Mate in two.

First prize three-mover.

By A. F. MACKENZIE, Jamaica.

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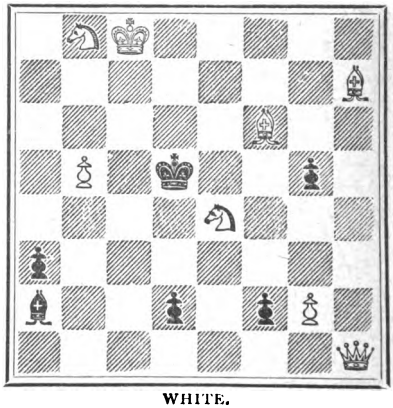

WHITE.
Mate in three.

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Second prize two-mover, by E. E. Westbury, Birmingham.—4 Kt 3 / 3 R 1 Q 1 K / 4 r 1 P 1 / 1 B 1 P 2 p 1 / 1 kt 2 k P P kt / 1 Kt 2 p 3 / 4 P 3 / 8 /. Mate in two.

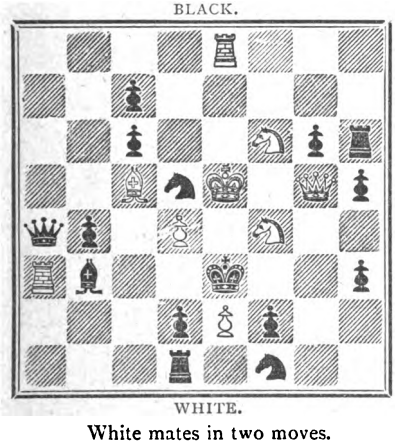
Third prize two-mover, by P. G. L. Fothergill, Twickenham.—2 B 5 / 6 p 1 / 2 p 2 b K 1 / 5 Kt P kt / R 2 R 2 Kt 1 / 3 P 1 k 1 r / 2 Q 5 / 5 b B Kt /. Mate in two.

Second prize three-mover, by P. F. Blake, Manchester.—7 b / 2 Q 5 / 1 p 4 p 1 / p B 4 P p / 1 P 2 k Kt 1 P / 2 P 1 p 3 / 8 / 6 K 1 /. Mate in three.

Third prize three-mover, by A. F. Mackenzie.—8 / 4 p 3 / kt K 2 Kt 1 P 1 / 1 P P k p 1 P 1 / 8 / 2 p p Q 1 kt B / P 1 b 1 p p 1 b / 5 Kt 2 /. Mate in three.

It is worthy of notice that the two adjudicators acting independently were very much in agreement in the placing of the principal problems.

A TWO-MOVE NOVELTY.—In two-move strategy it is generally regarded that the field has been gleaned clean, and we are not forgetful of the old saw, "There is nothing new under the sun." Notwithstanding our own convictions have been shaped in accordance with now fairly old-time beliefs, we must acknowledge that we have sustained a little surprise by the composition by Mr. Godfrey Heathcote, which it is our good fortune to present to our readers. On the face of it, the author explains it is uninviting, and certainly it does not look like the work of the popular Manchester expert. When the idea of the problem is thoroughly appreciated, it will be readily understood that the composer must have experienced great difficulty in working out the idea, and why it necessitated such a large draw on the thirty-two men. It is well to mention that the idea has been partially attempted before—and only once to our knowledge—but the result when compared to this Twentieth Century bi-mover, is quite incomplete, since it breaks one of the most rigid rules of 2-move problem composition. It will not be disclosing a profound secret to state that the earlier effort involved a capture for the key-move, and it was thought the conceit could not be carried out without such a plundering opening. We shall be pleased to hear from our readers if they know of any problem which embodies the theme, and in the meantime we thank Mr. Heathcote for the privilege of allowing us to give the problem in our pages. As compared with its predecessor this is a masterpiece, but as time advances so should Art.



White mates in two moves.

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OBITUARY.—We learn with regret the death of Dr. Adolf Bayersdorfer, at the age of 59. His works were much appreciated in Germany, and were always marked by their depth and beauty, after the heart of the disciples of the Teutonic school. He was not particularly known in this country, but was successful in obtaining third prize for four-movers in the 1895 Tourney of the *Chess Monthly*. After studying medicine he devoted his attention to archeology. We will give a specimen of the deceased's work next month.

FACTS AND TRIFLES.—The following three-mover is given the post of honour in the March number of *La Stratégie*. It is a competitor in the mammoth Problem Tourney, under the motto "Nimm und Lose." b 1 Q 4 B / 8 / p p 5 p / 4 Kt 1 p r / 3 k p 2 p / 2 Kt B 4 / 8 / b K 6 /. Mate in three. We, after admiring the elegant solution and clever construction, had our misgivings as to its originality, and approached Mr. Heathcote on the subject, without disclosing our suspicions. This brought the confirmation we desired though we hardly needed it, but were curious to have the opinion of our correspondent, Mr. Heathcote, who writes:—"I am very "glad that you sent me the the 3-er, 'Nimm und Lose,' from *La Stratégie*, "for it seems to me to bear a very remarkable resemblance to my *Liverpool* "*Mercury* prize-winner, No. 293 in the *Chess Bouquet*. You will see that "the position of the White men after the key is identical, except that they "stand on the opposite side of the board. The variation after 1..., P × B, "in the *La Stratégie* problem, is the same as 1..., Kt × B in mine, and the "variation after 1..., P—Kt 5, corresponds with my 1..., Kt—Q 5. You "will find that the B P on Kt 7 is required in my problem to prevent "a variation after 1..., Kt—Q 8, &c., similar to the threat of 'Nimm und "Lose.' The resemblance may of course be purely accidental, but it "certainly seems to me that the position has been suggested and 'worked "up' from my 3-er. However, it is quite likely that, even so, the judges "may consider that there is sufficient originality in the construction to "entitle this problem to be considered as a distinct production." This is Mr. Heathcote's prize problem above referred to:—By G. Heathcote. B 1 Q 5 / 6 p 1 / 7 p / 3 Kt Kt 3 / P 3 k 3 / 1 p 2 B 3 / 1 p kt 5 / 1 b 4 K 1 /. Mate in three.

Our readers will probably remember we gave the first prize problem of the Swedish National Problem Tourney in our October impression last year, by J. Fridlizius, of Gothenburg. We came across quite recently another version of this clever problem in the *Boys' Own Paper*, which it may be found instructive to compare. We do not know if the more elaborate form is the work of Herr Fridlizius, or the adaptation of another. We believe the latter to be the case, and have our suspicion that H. F. L. Meyer, who is extremely smart in finding methods of improvement in others' problems, is responsible—k 3 R 1 2 / b 3 Kt 1 B p / 1 p P 1 p Kt 1 p / 4 k 3 / 2 p 2 p 1 K / 8 / 3 Q P 1 P 1 / q 2 b 1 1 1 kt /. Mate in three.

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By W. A. SHINKMAN.

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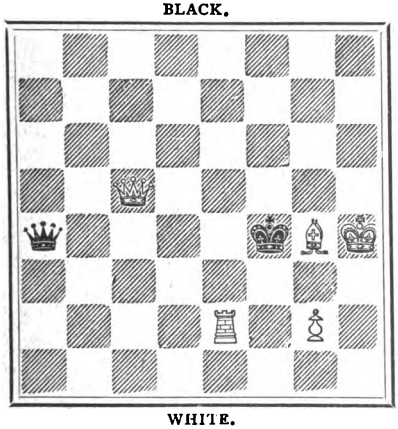

WHITE.

Self-mate in four.

Mr. W. A. Shinkman asks us to call the attention of the judges in our Sui-mate Tourney to the annexed four-mover, which was published about ten years ago in the *Leeds Mercury*, with a view to its comparison with Tourney Problem No. 31 (motto: "E. N. R."), published February last.

He also points out that "Ben Bolt" (T.P. 30) has a resemblance to his position printed in the *B.C.M.* July, 1898. We referred to this last month — see page 177. Mr. Thompson, who had written us upon this matter, has since thought well to say, "I must apologise to "'Ben Bolt,' as he is an improve- "ment on Shinkman's and not a "copy. I only wrote from memory."

Another curious problem coincidence has just come to light through the research of Mr. E. B. Schwann, whose memory and experience of problems is exceptionally wide. The following capital 2-er by the chess editor of the *Hampstead and Highgate Express*, J. F. Moon, appeared in his column on 15th October, 1898. 8 / 8 / 3 p 4 / 3 R 1 P 1 Kt / K kt 1 P k 1 Kt 1 / 8 / 8 / 3 Q 4 /. Mate in two. In the *Schach Zeitung* for March, 1899, the following appeared by T. Breede. 8 / 2 p p 4 / 2 R 3 Kt 1 / 2 P k 1 Kt kt 1 / 8 / 8 / 2 Q 5 / K 7 /. Mate in two.

Mr. Moon says he does not regard Herr Breede guilty of plagiarism, as he is far too good a composer to copy from another composer. The coincidence is remarkable, but in some respects the simplicity of construction and pronounced idea somewhat tend to duplication. It is an interesting case.

The following is a suggestion for solving competitions over the board. We take it its application could only be intended for problems other than two-movers. Anyhow "East Marden" writes: "As some of the problem solving "competitions recently held do not seem to have been altogether successful, I "venture to propose, as an experiment, a new departure. When the prob- "lems have been distributed, let the conductor announce the keys. The prize "would then be carried off by the solver who most speedily and correctly "discovered and wrote out the variations. I think this would be exciting "and interesting. What do your correspondents say to the idea?"

Unfortunately we must hold over for future numbers a few items which we had intended to take in hand this month, owing to a special demand for our space in other departments.

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PROBLEMS.

No. 1601.

By BARON WARDENER, Bohemia.

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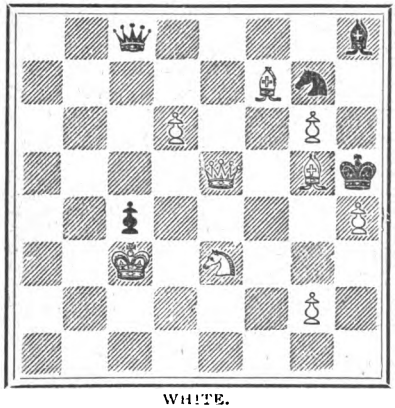

WHITE.

White mates in two moves.

No. 1602.

By H. GREENWELL, Putney.

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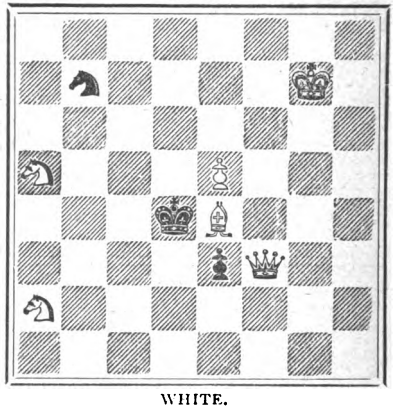

WHITE.

White mates in two moves.

No. 1603.

By W. A. CLARK, Molesey.

BLACK.

WHITE.

White mates in two moves.

No. 1604.

By Dr. J. J. O'KEEFE, Kogarah.

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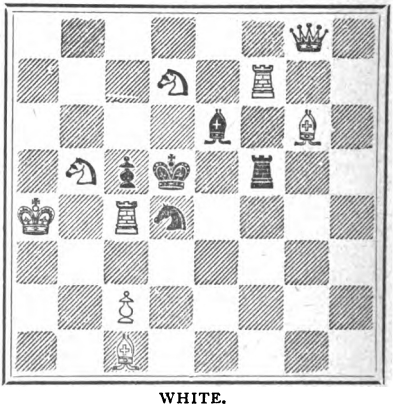

WHITE.

White mates in two moves.

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BRITISH CHESS MAGAZINE

JUNE, 1901.

THE KING'S GAMBIT.

In the *Schachmatny Journal* for February, M. Eisenberg, of Odessa, suggests a new and important branch of the King's Gambit, which he has not found mentioned in any chess work. It is as follows, the variations being his.

	WHITE.	BLACK.
1	P—K 4	1 P—K 4
2	P—K B 4	2 P × P
3	Kt—K R 3	

M. Eisenberg gives three moves in reply to this, which are the result of tests in the shape of club play in Odessa. He gives (*a*) 3..., P—K Kt 4, (*b*) 3..., P—Q 4, and (*c*), Q—R 5 ch.

(A)	3		3 P—K Kt 4
	4 Q—R 5		

And the game might be continued thus—

4		4 P—K R 3
5	B—B 4	5 Q—B 3

Or 5..., R—R 2. If 5..., Q—K 2, then 6 Kt × Kt P, and White gets the better game after 6..., P × Kt; 7 Q × R, Q × P ch; 8 K—Q sq !, Q × B; 9 Q × Kt.

6	P—Q 4	6 P—Q 3
7	Kt—B 3	

(B)	3		3 P—Q 4
	4	Kt × P	4 P × P
	5	P—Q 4	5 Kt—K B 3
	6	B—Q B 4	6 Kt—B 3
	7	P—B 3	7 B—Q 3
	8	Castles	8 Castles
	9	Kt—R 5	9 Kt × Kt
	10	Q × Kt, and White has the better game	

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(c) 3 3 Q—R 5 ch

The best continuation for Black.

4 Kt—B 2 4 Kt—K B 3 !

White can now play either (1) 5 Kt—B 3 or (2) B—Q B 4, giving up another Pawn.

(1) If 5 Kt—B 3, Black can reply—

5 P—Q 4
6 P × P 6 Kt—Kt 5
7 B—Kt 5 ch 7 P—Q B 3
8 Q—K 2 ch 8 B—K 2
9 P × P 9 P × P
10 Q Kt—K 4 !

If now 10..., P × B; then 11 P—K Kt 3, Q—R 4; 12 P—K R 3, winning back the piece. If in this variation 11..., P × P; then 12 P × P, and White wins the Queen.

10 Kt × Kt
11 Kt × Kt 11 P × B
12 Q—K 4, winning back the piece and obtaining the better position.

(2) If 5 B—Q B 4 5 Kt × P
6 Castles ! 6 Kt × Kt
7 R × Kt 7 P—B 6

Threatening B—Q B 4.

8 P—Q 4, and if 8..., B—Q 3, then 10 P—K Kt 3, and it appears that White has the better game.

M. Eisenberg in recommending this new move either as given or in the Vienna Gambit variation, expresses the hope that it will be tested by chess players in actual play. He gives the following games, played in the Odessa Chess Club, in illustration of the opening.

GAME No. 2,026.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 P—K B 4	2 P × P
3 Kt—K R 3	3 P—K Kt 4
4 Q—R 5	4 P—K R 3
5 B—B 4	5 Q—K 2
6 Kt × Kt P	6 P × Kt

.....If 6..., Q × Kt; 7 Q × B P ch, followed by Q × B.

7 Q × R 7 Q × P
8 K—Q sq 8 Q × Kt P
9 R—K sq ch 9 Kt—K 2
10 R × Kt ch ! 10 K × R
11 Q—K 5 ch 11 K—Q sq
12 Q—B 6 ch 12 K—K sq

....If B—K 2; 13 Q—R 8 ch and Q × B mate.

13 B × P mate.

GAME No. 2,027.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 P—K B 4	2 P × P
3 Kt—K R 3	3 P—Q 4
4 Kt × P	4 P × P
5 P—Q 4	5 Kt—K B 3

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6	B—Q B 4	6 Kt—Q B 3
7	P—B 3	7 B—Q 3
8	Castles	8 Castles
9	Kt—R 5	9 Kt × Kt
10	Q × Kt	10 Q—K sq
11	Kt—Q 2	11 P—K 6
12	Kt—K 4	

A blunder, as Black could quite safely take this Knight. White ought to play 12 Kt—B 3.

		12 B—K 3 ?
13	Kt—B 6 ch	13 P × Kt
14	B—Q 3	14 P—B 4
15	R × P	15 B × R
16	B × B	16 K—Kt 2
17	Q—Kt 5 ch	17 K—R 8
18	Q—R 6 mates next move.	

GAME No. 2,028.

	WHITE.	BLACK.
1	P—K 4	1 P—K 4
2	P—K B 4	2 P × P
3	Kt—K R 3	3 Q—R 5 ch
4	Kt—B 2	4 Kt—K B 3 !
5	B—Q B 4	5 Kt × P
6	Castles	6 Kt × Kt
7	R × Kt	7 P—B 6
8	B × B P ch	8 K × B

....Black threatened 8..., B—Q B 4. 8 P—Q 4 would have been better for White.

9	Q × B P ch	9 K—K sq
10	Q—B 7 ch	10 K—Q sq
11	P—Q 4	11 P—Q B 3 ?

.. ..If 11.. , Q × Q P ; then B—Kt 5 ch, and White wins.

12	B—K B 4	12 Q—K 2
13	Q—R 5	13 P—K Kt 3
14	Q—R 5 ch	14 P—Kt 3
15	Q—B 3	15 B—K Kt 2
16	Kt—Q 2	16 P—B 4
17	Kt—B 3	17 Kt—B 3
18	B—Kt 5	18 B—B 3
19	R—K sq	19 Q—Kt 2
20	B × B ch	20 Q × B
21	Kt—K 5	21 P × P
22	Kt × Kt ch	22 Q × Kt
23	Q × P	23 R—K Kt sq
24	Q—R 4 ch	24 K—B 2
25	R—K 3	25 K—Kt 2
26	R—Q B 3	26 Q—Q 4
27	Q—K B 4	27 P—Q 3
28	R—Q 2	28 R—B sq
29	Q × R	29 Q × R
30	Q—B 7 ch	30 K—R 3
31	Q—Q B 4 ch	31 K—Kt 2
32	Q—B 6 ch	32 K—R 3
33	R—R 3 ch	33 Resigns.

SOME ADVICE TO A YOUNG PLAYER.

(Continued from page 194.)

A FAMOUS snare is the one known as Tarrasch's, in which that master caught Zukertort at the Frankfort Tournament, and Gunsberg at the International Tournament at Manchester, and into which many strong players have fallen. It occurs in the Ruy Lopez, and is led up to thus: 1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—Q B 3; 3 B—Kt 5, P—Q R 3; 4 B—R 4, Kt—B 3; 5 Castles, Kt × P; 6 P—Q 4, P—Q Kt 4; 7 B—Kt 3, P—Q 4; 8 P × P, B—K 3; 9 P—B 3, B—K 2; 10 R—K sq, Castles; 11 Kt—Q 4. Here Black, seeing that he cannot take K P without losing a piece by 12 P—B 3, and being unwilling to strengthen White's centre by exchanging Knights, plays the specious move of ... Q—Q 2 (Q—K sq was best), whereupon 12 Kt × B, and whether Black retake with Q or P, he loses a piece by 13 R × Kt, the double-pointed "pin" being somewhat curious.

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In the Evans Gambit, though theory says that Black should be able to get the best of it, yet the defence is so beset with dangers that in match play it is generaly declined, wherefore it is now seldom offered. The unskilled defender of this beautiful opening is often prone to bring out his King's Knight to the wrong place, or at the wrong time, witness the following: 1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—Q B 3; 3 B—B 4, B—B 4; 4 P—Q Kt 4, B × P; 5 P—B 3, B—B 4; 6 P—Q 4, P × P; 7 Castles, Kt—K B 3 ? (P—Q 3 should come here); 8 P × P, B—Kt 3; 9 P—K 5, P—Q 4; 10 P × Kt, P × B; 11 P—Q 5 and wins, for if Black essay Q × B P, then 12 P × Kt, Q × R; 13 R—K sq ch, B—K 3; 14 Q—Q 7 ch, and 15 R × B. If Black had played 9 . , Kt—Kt sq; 10 P—Q 5, Q Kt—K 2; 11 P—Q 6, P × P; 12 P × P, Kt—Q B 3; 13 R—K sq ch, K—B sq; 14 Q—Q 5, Q—B 3; 15 B—K Kt 5, Q—Kt 3; 16 Kt—R 4 !, winning the Q. Again this error is frequently made: first six moves as before, 7 Castles, P—Q 3 !; 8 P × P, B—Kt 3 (normal position); 9 Kt—Q B 3, K Kt—K 2 ? (Kt—R 4 is correct); 10 Kt—K Kt 5, Castles; 11 Q—R 5, P—K R 3; 12 Kt × B P, R × Kt; 13 B × R ch, K—B sq; 14 B—Kt 3, Q—K sq; 15 Q × R P !, winning.

In all attacking gambits, time is of the utmost value to the defence; in the Evans, for instance, Black may hardly ever reach out for the Queen's Rook, as he usually puts his hand into the cockatrice's den by doing so. Beginning at the "normal position," play 9 P—Q 5, Q—B 3 ?; 10 P × Kt, Q × R; 11 Q—Kt 3, Q—B 3; 12 P—K 5, P × P; 13 R—K sq. P × P; 14 B—K Kt 5, Q—Kt 3; 15 Kt × P, &c. Another instance: 1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—Q B 3; 3 B—B 4, B—B 4; 4 P—Q Kt 4, B × P; 5 P—B 3, B—R 4; 6 Castles, Kt—K B 3 ?; 7 P—Q 4, Kt × K P ? (Castles is best); 8 B—Q 5, Kt × B P; 9 Kt × Kt, B × Kt; 10 Kt—Kt 5, Castles; 11 Q—B 3, B × R; 12 Kt × B P, Q—K sq; 13 Kt × P dis. ch, K—R sq, and White mates in two moves. Had Black played 12.., R × Kt, White would have won by 13 Q × R ch, K—R sq; 14 B – Kt 5, Kt—K 2, and 15 B—B 6.

There are many other pitfalls into which the defender of this gambit is liable to stumble, but I will point out one for the player of the White pieces. Play up to the "normal position," then 9 P—Q 5, Kt—R 4 !; 10 B—Kt 2, Kt—K 2. Now the Black K Kt P is *en prise*, but on principle it would be a bad move to capture it, as you can seldom with any advantage open up a file in front of your Castled King, and here Black would soon have the attack in his own hands. Suppose 11 B × Kt P, R—Kt sq; 12 B—B 6, Kt × B; 13 Q—R 4 ch, Q—Q 2; 14 Q × Kt, Q—R 6, with a fine attack; all of which perils are no doubt very obvious, but they are quite often incurred by the youth with only a smattering of book knowledge.

Turning once more to the French Defence, here is an excellent snare, and one perhaps not generally known: 1 P—K 4, P—K 3; 2 P—Q 4, P—Q 4; 3 Kt—Q B 3, Kt—K B 3; 4 B—Kt 5, B—K 2; 5 P—K 5. So far "everything is quite correct," and Black usually plays the attacked Knight to Q 2; but suppose Kt—K 5 instead, the following is not perhaps unlikely: 6 B × B, Kt × Kt; 7 B × Q, Kt × Q; 8 B × Q B P, Kt × Kt P; 9 R—Kt sq (seeing his way to the gain of a Pawn), Kt—B 5; 10 K B × Kt, P × B; 11 R—Kt 4, Kt—R 3; if now White Rook take the Pawn, he

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loses at least the exchange by P—Kt 4, followed by B—Kt 2. The following little trick, with the object of gaining a Pawn—also from the French Defence—I do not recommend you to employ, and only give it here as a warning: 1 P—K 4, P—K 3; 2 P—Q 4, P—Q 4; 3 Kt—Q B 3, P × P; 4 Kt × P, Kt—K B 3; 5 Kt × Kt, Q × Kt; 6 Kt—B 3, Kt—B 3; 7 B—K Kt 5, Q—B 4; 8 B—Q 3, Q—R 4 ch; now the B should return to Q 2, with the better developed game, but if White unwarily play 9 P—B 3, he loses a Pawn by Kt × P.

As I have before said, any general principle of chess play must be modified by the special requirements of the position. With this proviso it may be said that it is unwise, early in the opening, to capture the King's Knight on its own square with Bishop, as the King's Rook retaking comes thus into play before its proper time. An example of this happens sometimes in the Vienna Game: 1 P—K 4, P—K 4; 2 Kt—Q B 3, B—B 4; 3 P—K B 4, B × Kt ?; 4 R × B, P × P; 5 P—Q 4, Q—R 5 ch; 6 P—K Kt 3, P × P; 7 R × P, Q × R P; Black has now won two Pawns, but his forces are all at home with the exception of the Queen, while White has the command of the whole field, with a won game by 8 Q—K Kt 4, and must in consequence win without trouble. A game won by Max Lange was here continued: 8 Q—Kt 4, P—K Kt 3; 9 B—K B 4, Kt—Q B 3; 10 R—R 3, Q × B P; 11 R—R 2, and wins. A common blunder in the following and many similar positions is: 1 P—K 4, P—K 4; 2 Kt—Q B 3, Kt—K B 3; 3 B—B 4, Kt × P ?; 4 B × P ch, K × B; 5 Kt × Kt, P—Q 4; 6 Q—B 3 ch, K—Kt sq (should go to K sq); 7 Kt—Kt 5 !, and wins a piece, for if Q × Kt, White mates in two moves.

A serviceable addition to the armoury, offensive or defensive, of any player is to be found in the knowledge of a series of moves which may occur in the King's Gambit. 1 P—K 4, P—K 4; 2 P—K B 4, P × P; 3 Kt—K B 3, P—K Kt 4; 4 B—B 4, B—Kt 2; 5 P—Q 4, P—Q 3; 6 P—K R 4, P—K R 3; 7 Kt—Q B 3, P—Q B 3; 8 P × P, P × P; 9 R × R, B × R; 10 Kt—K 5, P × Kt; 11 Q—R 5, Q—B 3; 12 P × P, Q—Kt 2; 13 P—K 6, Kt—B 3; 14 P × P ch. Now if Black make the correct reply, K—K 2, he will with care have the best of it; but if he play K—B sq, White wins by the pretty move of 16 B × B P.

Of course, in the game of chess, traps are innumerable, but such as I have given occur mostly in well-known book positions, and many akin to them you will doubtless encounter which are produced by a different sequence of opening moves.

I will conclude this instalment of advice with a smart game won by Mr. John Watkinson, who, a Master of the game a generation ago, still retains for it all his old enthusiasm. It runs thus: 1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—Q B 3; 3 B—B 4, Kt—B 3; 4 P—B 3, P—K R 3 ?; 5 P—Q 4, P × P; 6 P—K 5, Kt—R 2; 7 Castles, P × P ?; 8 Kt × P, B—K 2; 9 Q—Q 3, Castles; 10 Q—Kt 6, P—Q 4; 11 Kt × P, P × Q, and White mates in two moves, and is a good object lesson on the futility of P—K R 3 at the wrong time.

I propose next month to bring my advising to an end with a few general remarks on matters more or less connected with the game.

F.P.W.

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OBITUARY.

WE are equally surprised with the *Stratégie* that no notice has yet been taken in European chess magazines or chess columns of the death of Señor Vasquez, who was certainly one of the strongest players, and the most prolific chess author of the West Indies. Sen. Vasquez was a Cuban, born in 1844, at Havana. After his student days, he went to Mexico, where he lived twenty years, and obtained the title of champion chess player of that country. He afterwards returned to Havana as Mexican Consul, and engaged in many chess contests at the Havana Club, in which he often proved victorious. It was, however, chiefly as a chess author that he was distinguished, and his works will always remain valuable for Spanish speaking nations. He was a kind-hearted, courteous gentleman, and the writer, who frequently corresponded with him in former years, greatly laments his loss. Since the Cuban war, but little has been heard of him, and even the cause of his death has not been made known.

WE much regret to record the death of Mr. R. L. Hodgson, one of the best players of the Melbourne Club, which he joined in 1882. He took a prominent part in the handicap tourneys of this and the Victoria Club, and played also a large numuer of set matches with individual members. His chief attainment was tieing with Mr. Esling in 1890, with 8 points out of a possible 9, for the championship of Melbourne, and then gaining it by two straight wins in the play off. In two subsequent contests for the championship of Victoria there was again a tie, and a very close fight, but Mr. Hodgson did not succeed in defeating Mr. Esling again. He was beaten severely in a match for the Australian championship, at Sydney, in 1897, by Mr. Wallace, whose score was 7 to 1; but in the next year, at the Warrambool Congress he came out second to Mr. Crane, of Sydney. He also entered for the Victorian championship of 1898, and was bracketted second, Mr. Watson being first. He retained to the last his fondness for set friendly matches with prominent members of the Melbourne Club, and the following game in one of these is a good specimen of his style. Some years ago he met with a severe bicycle accident, and he recently suffered from insomnia, which probably was the cause of his death, as his body was found on the Caulfield railway line.

GAME No. 2,029. *French Defence.*

WHITE. Mr. HODGSON.	BLACK. Mr. WILSON.
1 P—K 4	1 P—K 3
2 P—Q 4	2 P—Q 4
3 Kt—Q B 3	3 Kt—K B 3
4 P—K 5	4 K Kt—Q 2
5 P—K B 4	5 P—Q B 4
6 P × P	6 Kt—Q B 3
7 P—Q R 3	7 B × P
8 Q—Kt 4	8 Castles
9 Kt—K B 3	9 P—K B 4
10 Q—R 3	10 B—K 2
11 P—Q Kt 4	11 P—Q 5
12 Kt—Q Kt 5	12 P—Q R 3
13 Kt—Q 6	13 Kt—Kt 3
14 Kt × B	14 R × Kt
15 B—Q 3	15 Kt—Q 4
16 P—K Kt 4	16 P—Q Kt 4
17 P × P	17 K—R sq
18 P—B 6	

And Mr. Wilson resigned

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CORRESPONDENCE.

WANTED A NEW RULE.

TO THE EDITOR OF THE *B.C.M.*

DEAR SIR,

Since writing my letter to you of the 23rd March last, I have been informed that the puzzle I then referred to appeared recently in the column of *The Leisure Hour*, and that the published solution is as I had expected.

This morning I have been favoured with a letter from *The British Chess Company*, enclosing a copy of "*The British Chess Code*," and pointing out that the rule which I suggested is already embodied in that Code. Part IV., Law 5, reads thus :—

"5. *Castling without a Rook.*—In the absence of agreement to a different "effect, a player may Castle (by moving his King as in ordinary Castling) on a "side from which, before the commencement of the game, the player's Rook "has been removed, *provided that this Rook's square is unoccupied and has been "unoccupied throughout the game*, and that the same conditions as to squares "and as to the King are fulfilled which are required for ordinary Castling "on this side" (The italics are my own).

If, therefore, we accept *The British Chess Code*, the *Leisure Hour* puzzle must be considered demolished.

I am, Sir,

Yours faithfully,

Haywards Heath, *7th May*, 1901. C. PLANCK.

THE NEW? VARIATION IN THE RUY LOPEZ.

TO THE EDITOR OF THE *B.C.M.*

SIR,

In my short article on this variation in the April No. of the *B.C.M.*, it quite escaped my memory that it is not at all new, but had been given in the second edition of *Chess Openings* of 1893, p. 126, col. 5. It is there conducted in favour of the first player, as follows :—1 P—K 4, P—K 4 ; 2 Kt—K B 3, Kt—Q B 3 ; 3 B—Kt 5, P—Q R 3 ; 4 B—R 4, P—Q Kt 4 ; 5 B—Kt 3, Kt—R 4 ; 6 Castles, &c. Whether this continuation is conclusive or not is not for me to say, but my reason for referring to it is first, to apologise for my forgetfulness, and secondly, to deny the claim of Herr Schlechter to originality in the matter. If he had any acquaintance with Mr. Freeborough's and my book, he ought, of course, to have acknowledged the source from which he derived the variation. If he had not, he re-invented it, but before claiming it as his own invention, he ought to have taken care to be sure that no one else had anticipated him in the discovery. I quite agree now with all experts that the variation when properly met, gives first player the best game, because, although the defence gets rid of the adverse K B, he loses too much time for development in doing so, and leaves his own Q side weak by the premature advance of his Q Kt P. There is also the consideration that after 5..., Kt—R 4. White may obtain an embarrassing attack by 6 B × P ch, and then Kt × P ch, &c.

Mr. Macdonald, in an unpublished letter to the editor, which he has kindly shown me, proves that in my short analysis last month of the Ruy Lopez variation there given, I was wrong in saying that "White cannot continue with 7 P—Q 4, on pain of losing a piece after P × P ; 8 Q × P, P—Q B 4" ; for, of course, he can then play 9 B × P ch, and if K × B ; 10 Q—Q 5 ch, &c. Or if 9..., K—K 2 ; 10 Q—Q 5, &c., which I overlooked. However, I now give up the variation altogether as unsound, which, indeed, it is shown to be in *Chess Openings*.

Yours truly,

C. E. RANKEN.

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DISTRIBUTION OF TOURNEY FUNDS.

TO THE EDITOR OF THE *B.C.M.*

SIR,

Referring to the article by "Cluen," in your May issue, I should like to say that the "system Tietz," even as amended by Herr Drobny, in the *Wiener Schachzeitung* for January, is merely a particular application of the general principle of scoring in tournaments, as stated by me (with your kind permission) several years since in *B.C.M.*,—only the old error of paying for draws as wins is retained.

Eliminating this error, *i.e.* reckoning a won game = 1, a drawn game = 0, and a lost game = $-\frac{1}{2}$, the table (*B.C.M.* for May, p. 189) would show as follows:—

PLAYERS.	A	B	C	D	E	F	G	H	Wins.
A	—	0	1	½	1	1	½	½	2½
B	1	—	1	0	½	½	½	1	2½
C	0	0	—	½	½	1	1	½	1
D	½	1	½	—	½	0	0	1	1
E	0	½	½	½	—	1	½	0	0
F	0	½	0	1	0	—	1	½	½
G	½	½	0	1	½	0	--	½	0
H	½	0	½	0	1	½	½	—	0
Losses	½	½	1	1	1	1½	1	1	7½

To arrive at these totals, the losses (here marked 0) are reckoned as ½ and *deducted* from the wins (1); while the draws (here marked ½) are reckoned as 0,—that is, *ignored*. F is the best of the last four, because he has fewer draws, and more wins; has produced more "finished games," without losing in greater proportion.

Here is the distribution, 1204 crowns,—4 crowns added for convenience of calculation:—Players, 8; total games, 28. Winners (positive scores) 5; non-winners (but standing in for "compensation," as agreed) 3. Winners (5 out of 8) take ⅝ of total fund (1204 crowns) as prize fund = 752·5 crowns; and the residue = 451·5 crowns, is shared alike by *all* the players. Shortly, this works out as below:—

PLAYERS.	Won Money.	Share Residue.	Total Money.
A	250·83 crowns	56·44 crowns	307·27 crowns
B	250·83 ,,	56·44 ,,	307·27 ,,
C	100·33 ,,	56·44 ,,	156·77 ,,
D	100·33 ,,	56·44 ,,	156·77 ,,
E	——	56·44 ,,	56·44 ,,
F	50·16 ,,	56·44 ,,	106·60 ,,
G	——	56·44 ,,	56·44 ,,
H	——	56·44 ,,	56·44 ,,
Totals	752·48 crowns	451·52 crowns	1204·00 crowns

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These seem to be reasonable results, giving the unit of competition, the *won* game, its proper value. A and B each win one more than C and D, and lose one less, and take nearly double money accordingly. F wins one more than E or G or H, and draws two less ; so that, although losing one more, his gains in draws and wins put him at advantage,—and compared with E or G or H he takes nearly double money accordingly.

Another way to distribute what is here called the residue would be *pro rata*,—still further, and perhaps fairly, favouring the *winners*. Certain it is, however, that no "system" paying for draws as wins will be found satisfactory to the public.

JAS. MASON.

London, May, 1901.

HASTINGS CHESS FESTIVAL.

THE annual festival of the Hastings and St. Leonards Chess Club, which, though mainly of interest to the club members, also provides an attractive programme for seaside visitors and others who have any knowledge of the delightful game, was on this, the ninth occasion, carried out at the Central Hall, Bank Buildings, the experience of former years having shown that the capacity of the club-room at the Queen's Hotel was not sufficient for these functions, and the executive of the club must be congratulated on the change to a larger hall, the comfort and pleasure of the players and onlookers being much enhanced in every respect.

The arrangements for the various competitions are designed to give interest to the most expert chess player as well as to the merest tyro in the game. The very happy expositions at the various boards during the progress of the consultation games, and the desire of players to test their skill against acknowledged masters of the game, have evoked enthusiastic interest, there being a large attendance of spectators and others, especially at the evening meetings. Altogether, the Chess Club Festival shows that the life and vigour of the club are well maintained.

The chess masters, Blackburne, Gunsberg, and Teichmann, the most able and brilliant chess players in this country, were the guests of the club, and almost all the leading members of the club took part in some of the games. During the festival some of the competitions in connection with the Sussex Chess Association were brought to a conclusion, and several well-known chess players of the county, as well as of London, were daily visitors.

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The festival commenced on Friday, April 26th, and was continued for four days. The opening event was a consultation game between Messrs. Blackburne and Friedberger against Messrs. Gunsberg and Womersley. A Ruy Lopez of a very interesting and exceptional form finally resulted in a drawn game. In the evening, Mr. R. Teichmann encountered twenty-seven in simultaneous play. The master was in fine form, and in four hours won 19, drew 5, and lost 3.

In the county competitions, Mr. Reed, present holder of the county championship, had a walk-over, as his opponent failed to appear; and in the East Sussex Queen, Mr. I. Mannington won the first round after a most exciting game with Mr. Willett.

On Saturday, the 27th, the final of the Ladies' County Championship was contested between Mrs. Sidney (of Brighton), the holder, and Mrs. Arthur Smith (also a Brighton lady). The first game was drawn, the second resulted in favour of Mrs. Sidney, and the third, which had to be adjourned and was completed on the Monday, also resulted in favour of Mrs. Sidney, who thus retains the premier position among the ladies of the county.

A consultation game was played between Mr. J. H. Blackburne, with Mr. W. Shadforth Boger, against Mr. R. Teichmann, with Mr. Angelo Lewis—a Ruy Lopez, in which the second players adopted (3) P—K B 4, a rather doubtful but interesting defence. A very arduous struggle ensued, but the game was finally relinquished as drawn.

In the afternoon a team of eleven of the North London Club, one of the strongest, and the first of the London clubs to pay an annual visit to Hastings, came to do battle for their club, led by the redoubtable Mr. H. W. Trenchard and Mr. Booth. The match was looked upon with great interest, as Hastings has done so well with the London clubs generally, and the games were most keenly contested. Finally, at the call of time, one game was adjudicated drawn, and Hastings won by 8 to 3.

In the evening, Mr. I. Gunsberg gave a lecture on "A Trip to Monte Carlo," illustrated by some beautiful limelight views of various cities and places of interest on the way to Monaco, as well as of the island. He contrasted the climate of the Riviera with that of the South of England, and gave some details of the method of gambling and frequenters of the Casino. He then illustrated on a display board some beautiful games played in the recent Master Tournament held at Monte Carlo, in which he and Mr. Blackburne were competitors. Preceding, and at intervals, a selection of music and songs were given by Mrs. G. McCormick, the Misses E. and C. Colborne, and Messrs. F. and G. Womersley. The whole evening was a most enjoyable one.

At the same time, at the club-room, the final game in the East Sussex Queen was played between Mr. I. Mannington and Mr. F. A. Toyne. The game at one period seemed rather in favour of Mr. Toyne, but was finally won by Mr. Mannington, who thus becomes the current holder, and takes rank as a first-class county player.

The Festival was continued on Monday, the consultation game being between Mr. Gunsberg, with Mr. H. F. Cheshire, and Mr. Teichmann, with Mr. G. Shories. A King's Gambit was offered, but Black declined, and

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turned it into a Falkbeer Counter Gambit. A very enterprising and brilliant game was won by the Black allies.

Mr. Blackburne gave a display of simultaneous chess without seeing the boards, commonly called blindfold chess, against a team of six players in the evening, adopting the Ruy Lopez with Mr. Friedberger King's Gambit Declined with Mr. Dobell, the Centre Counter with Mr. Watt, the Sicilian with Mr. Duke, the Vienna with Mr. Mannington, and the Evans Gambit with Mr. Hallett. The tables were surrounded by a large company of onlookers, who greatly marvelled at the wonderful memory and mental vision of the single player in the complicated positions that arose. At move 18, Mr. Blackburne announced mate in six moves against Mr. Mannington, much to the surprise of the player, as well as spectators. From misapprehension of a move in Mr. Hallet's game, the blindfold player got a little confused, and made a faulty move, which, however, he would not recall, and finally lost this game. He drew with Mr. Friedberger, Mr. Dobell, and Mr. Duke, and won at a late hour against Mr. Watt—a very excellent performance, considering the strength of his opponents. At the same time there was an exhibition of simultaneous play by Mr. I. Gunsberg, who, playing with great rapidity and skill, in three hours won 23 games, drew 3, and lost only 1.

On Tuesday the consultation game was between Mr. R. Teichmann, with Mr. H. R. Mackeson, against Mr. J. H. Blackburne, with Mr. A. C. Jenour. The Sicilian Defence was adopted, and Mr. Teichmann suggested a novel line of play he had seen advocated in a German chess periodical. He quickly discovered it was faulty, and then heard it had been played by Herr Schlecter at Monte Carlo, and that Mr. Blackburne had studied the variation. A tough and well-sustained contest ensued, from which the White allies finally escaped with about an even position; but for want of time the game could not be completed.

In the evening a series of consultation games was played by Messrs. J. H. Blackburne (English champion), I. Gunsberg, and R. Teichmann. Each master had three boards, and various members of the club, generally three or four, consulted as to the moves and discussed the play at boards on the other side of the room. These games are probably the most interesting engagements of the whole Festival, the players freely express opinions and ideas, but the leader at each board of course finally settles the play; all, however, are in touch with the game, and obtain valuable hints and suggestions which give zest and excitement to every contest. Several of the games lasted more than four hours, and resulted finally in Mr. Blackburne winning one and losing two; Mr. Gunsberg won his three; and Mr. Teichmann was also successful in all three of his games. These consultation games brought to a conclusion a very interesting and enjoyable Congress.

The Hastings Club has had a most successful session; in addition to the many tournaments and club events between the members, it has just brought to a conclusion its match fixtures by a contest with the City of London Chess Club, which was played at the Central Hall, Hastings, on Saturday, 25th May, on 23 boards; of course the "City" is a powerful organization, and Mr. Russell, the secretary, brings down a team about

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sufficient to ensure victory for his club, and on this occasion the result justified his arrangements, the City winning 12½, Hastings 8½, while two games, which Hastings claim, are sent for adjudication. The whole number of matches played by the Hastings Club this season is thirty-eight, of which they have won 30, lost 6, and drawn 2, by winning 317½ games and losing 201½; a splendid record for one session, as many of the matches were played against large sections of the counties of Sussex or Kent, and the leading London clubs.

We referred a short time ago to a tour being arranged by the Hastings Club, and we now have much pleasure in giving full details.

Programme of West of England and Irish Tour, August, 1901.

Thursday, August 1st	-	Match *v.* County of Wilts	- 3-0 p.m.
Friday, August 2nd	-	Match *v.* Bath	- 6-30 p.m.
Saturday, August 3rd	-	Match *v.* Bristol and Clifton	- 6-30 p.m.
Monday, August 5th	-	Match *v.* Cheltenham	- 7-30 p.m.
Tuesday, August 6th	-	Match *v.* South Wales	- 4-0 p.m.
Wednesday, August 7th	-	Match *v.* Cork	- 6-30 p.m.
Tuesday, August 13th	-	Match *v.* Dublin Chess Club	- 6-30 p.m.
Wednesday, August 14th	-	Match *v.* D.B.C. Chess Club	- 6-30 p.m.

The party will travel from London to Swindon, on Thursday, August 1st, where a match will be played with the County of Wilts. Thence they proceed to Bath, Bristol, and Cheltenham, inspecting the objects of interest in those localities, and playing matches in the evening with the respective clubs, which are the strongest in the West of England. A break will be made at Chepstow to enable the party to drive up the lovely valley of the River Wye, and lunch at the famous and beautiful Tintern Abbey. From Cheltenham they go to Cardiff, to meet a team representing South Wales, proceeding afterwards to New Milford and taking the boat for Cork. A day will be spent at Cork, the chief city in the South of Ireland, and a visit paid to the fine harbour at Queenstown; a match with the Cork Chess Club being played in the evening. On the following morning, the party take the train to Bantry and drive to Glengarriff, one of the most charming spots it is possible to conceive. From Glengarriff there will be the magnificent coach drive through splendid scenery to Killarney, a distance of forty miles, a break being made at Kenmare, half-way, for lunch. Saturday, Sunday, and Monday morning will be spent at Killarney. On the Saturday, the party will drive from the hotel to the Gap of Dunloe, as far as the carriages can proceed, beyond which is a pony ride of about four miles through the Pass and down to the head of the Upper Lake, where lunch will be sent from the hotel. Afterwards boats will convey the party through the three lakes and the connecting river, a distance of fifteen miles. This constitutes a view of one of the most beautiful parts of Ireland, and the day is a very varied and enjoyable one. On Monday afternoon, the party travel to Dublin by the dining car express. There are many features of interest in Dublin, to the exploring of which Tuesday will be devoted. On Wednesday, the party will have the opportunity of viewing some of the picturesque scenery of County Wicklow. The final matches of the tour will be played on the Tuesday and Wednesday evenings, with the leading

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clubs in Dublin. On the following morning the return journey will be made *via* Kingstown and Holyhead.

The combined cost of the railway journey from London and back to London, the two sea passages, the coaching from Bantry to Killarney, the railway to Dublin, and the hotel accommodation (consisting of bed and breakfast) for the fortnight is 7½ guineas. The drive from Chepstow to Tintern, and the trip through the Gap of Dunloe are not included in the above price, as no one need feel obliged to take part in all the excursions. Lunch and dinner are also excluded from the cost, as in many cases the party will be out for the day and engaged in playing matches in the evening.

The committee throw the tour open to all members and friends, but only first and second-class members of the club will be entitled to play in the matches, as the opponents to be met are very strong. As the tour must involve the making of a great many arrangements with hotels and clubs, it is essential that those intending to join the party should send in their names and pay the fee of 7½ guineas on or before *July 1st.*

The Prague (German) Chess Club had a remarkable increase of members last year from 20 to 54!.

The correspondence match between the Philidor Club of Paris and the Brussels Club ended in both games being drawn.

In the Dresden Club, during Whitsun week, there was to be a match between the German and the Austro-Hungarian chess masters.

In the second winter tourney of the International Club, at Davos, the prize was gained by Herr Grumbach, of Class 3, who scored 11½ out of 14 games.

The editor of *La Nuova Rivista* makes fun of the game of Salta having been introduced at the Monte Carlo Tourney, and suggests that next year for a change it might be Dominoes.

Prince Dadian, of Mingrelia, informs the *Stratégie* that the earliest mention of chess in Russia was made in the 13th century by the Metropolitan Daniel of Moscow, who cites it as one of the forbidden games!

The Deutsche Schachzeitung for May contains an interesting article upon Icelandic chess, from which we learn that the game is by no means of modern introduction into that island. We hope to return to the subject when we have more space to give to it.

Chess never seems to sleep in Russia. At St. Petersburg, Moscow, or Riga there is frequently some new tourney in progress. One of these with 16 entries, but not Tschigorin, though all were of the first class, was recently played in St. Petersburg. There were eight prizes, the first consisting of 250 roubles.

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The Berlin Schachverein celebrated its 25th birthday by inviting all the other Berlin Clubs to a big team match. The invitation was accepted, and on the side of the Schachverein there fought the Nord, the Thurm, the new Berlin Club, the Finkenshaft, the Wildenschaft, against the Schachgesellschaft, the Anderssen, and the Springer, in all 83 players on each side. Strange to say, each side won 36 games, and 11 were drawn.

Liverpool Club.—During the past month the members of the Liverpool C.C. have contested several important matches. On May 18th, fourteen members of the Dublin Club visited Liverpool, and after a pleasant encounter were defeated by 10½ to 3½. After the match the teams dined together. The previous match took place in Dublin, in 1893, when Liverpool was victorious. On May 25th, a match Liverpool *v.* Oxford University was played at Oxford, scores—6 to 5 in favour of Liverpool. On Monday, May 27th, a team of ten players representing Cambridge University was met at Cambridge, Liverpool winning by 7 to 3.

New Zealand Championship.—From the *Canterbury Times* we learn that this year's competition was played at the Canterbury Chess Club, beginning Saturday, April 6th. There were only six entries, viz.: Mr. W. Mason, Wellington Chess Club, who is the present champion; Mr. R. J. Barnes, Wellington Working Men's Chess Club, ex-champion; Mr. J. Mason, Timaru Chess Club; Mr. Clayton, Oamaru Chess Club; Mr. J. Wood, Canterbury Chess Club; and Mr. David Forsyth, Dunedin Chess Club. The last named gentleman proved the winner, and the news of his success will prove interesting reading to Scottish chess players, as Mr. Forsyth was for many years the secretary of the Scottish Chess Association.

Shropshire *v.* Denbighshire (Wales).—We have much pleasure in recording the full score of the above county match, which was contested on May 18th, at Oswestry, and we trust that the success of the Welsh team will be followed by increased chess activity in the principality.

DENBIGHSHIRE.		SHROPSHIRE.	
Mr. G. Saint, junr.	0	Mr. J. E. Parry	1
Mr. L. Holt	1	Mr. G. H. Lock	0
Dr. Jones	1	Mr. A. T. Bassett	0
Mr. J. C. Douglas	½	Mr E. Groom	½
Mr. G. Whitehouse	1	Mr. W. E. Morris	0
Mr. W. A. Hughes	0	Mr. W. H. Greenhalgh	1
Mr. A. Shaw	½	Mr. C. Groom	½
Mr. E. D. Rowland	0	Mr. F. W. Forrest	1
Mr. C. S. Meadway	1	Mr. J. W. Thomas	0
Mr. C. Simpson	1	Mr. A. H. Jones	0
	6		4

Southern Counties Chess Union.—A match in the Southern Inter-Counties' Championship Competition was contested at the City of London Chess Club, on May 11th, between Essex and Surrey, and after a most exciting and keenly contested fight the Surrey team was defeated by one game. Full score:—

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ESSEX.		SURREY.	
Mr. W. Ward	1	Mr. G. E. Wainwright	0
Dr. S. F. Smith	1	Mr. A. Curnock	0
Mr. A. Emery	1	Mr. P. Howell	0
Mr. H. Wagner	1	Dr. Marshall	0
Mr. H. Erskine	0	Mr. A. E. Tietjen	1
Mr. J. F. Allcock	0	Mr. T. H. Moore	1
Mr. C. Hammond	0	Mr. H. W. Johnson	1
Mr. G. Freeman	½	Mr. F. L. Anspach	½
Dr. F. H. Bonnefin	0	Mr. H. S. Barlow	1
Mr. G. F. Williams	0	Mr. L. P. Rees	1
Mr. A. Clegg	1	Mr. Evan Cresswell	0
Mr. P. R. Gibbs	½	Mr. Bentley McLeod	½
Mr. A. B. Waugh	1	Dr. Dunstan	0
Mr. F. W. Markwick	½	Mr. T. R. Harley	½
Mr. Campbell Johnson	0	Mr. P. J. Allingham	1
Mr. E. J. Gibbs	1	Mr. A. W. Lemon	0
	8½		7½

Cheshire County Individual Championship Tournament.—We notice with pleasure that a Tournament for the individual championship of the county of Cheshire is being arranged, with prizes of the value of £3 3s. and £2 2s. respectively; the first prize being the gift of the president of the Association, Mr. Thomas Kay, J.P., of Stockport. The entries, together with a fee of 2/6, must be sent to the secretary, Mr. J. Critchlow, 17, Market Street, Altrincham, on or before June 30th. The contest will be conducted on the "sudden death" principle, and the salient points of the rules are as follows:—(1) Preliminary contests will be held in East and West Cheshire for the individual championship of the two divisions, the two champions to meet in the final. The winner shall hold the title of "Cheshire champion" for the current season, and it shall be incumbent upon him to represent the county in the Northern Counties' Individual Championship Contest for 1901-2. The loser of the final shall hold, for the season, the title earned by him in the preliminary contest. (2) Every competitor must be either a member of the first class of an affiliated club, or an individual subscribing member of the Association. He must also reside in the county, and may not take part in any other county's individual championship contest, nor play for any other county in the matches for the Northern Counties' championship trophy.

The annual contest for the Cheshire Challenge Trophy was this year played off in three rounds, on the "sudden death" principle, and resulted as follows:—First round: Hyde beat Chester, 4½ to 3½; Birkenhead beat Sale, 4½ to 3½; Altrincham beat Stockport (holders), 4½ to 3½; Macclesfield a bye. Second round: Altrincham beat Hyde, 4½ to 3½; Macclesfield beat Birkenhead, 5 to 3. Final round: Macclesfield beat Altrincham, 7 to 1.

Midland Counties Chess Union.—The Annual General Meeting of this organisation will be held on Saturday, June 22nd, at the Midland Institute, Birmingham, when the following annual report will be presented: The executive have to report a season of steady and satisfactory progress.

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The number of clubs affiliated to the Union is practically the same as last season, and it is hoped that next season may see the formation of County Associations in some or all of the four counties in which they are at present non-existent.

The interest in the County Championship Competition has been thoroughly well maintained, the whole of the ten counties again participating. After a three-fold contest with Staffordshire, Worcestershire in the final round beat Warwickshire (holders), by $6\frac{1}{2}$ to $5\frac{1}{2}$, thus becoming county champions for the second time. The details of the competition are :—

FIRST ROUND.

	1900.	*Played at.*				
Sat,	Nov. 24.—	Birmingham.....	Warwickshire.....	$10\frac{1}{2}$	Northamptonshire ...	$1\frac{1}{2}$
Thurs.,	Nov. 29.—	Leicester	Leicestershire	10	Derbyshire	3

SECOND ROUND.

Thurs.,	Dec. 20.—	Nottingham.....	Leicestershire	$9\frac{1}{2}$	Nottinghamshire	$4\frac{1}{2}$
	1901.					
Sat.,	Jan. 12.—	Oxford	Warwickshire	$8\frac{1}{2}$	Oxfordshire	$3\frac{1}{2}$
Sat.,	Jan. 12.—	Wolverhampton ...	Staffordshire	$11\frac{1}{2}$	Shropshire	$5\frac{1}{2}$
Sat.,	Jan. 12.—	Hereford	Worcestershire ...	7	Herefordshire	5

THIRD ROUND.

Sat,	Feb. 23.—	Leicester	Warwickshire	$7\frac{1}{2}$	Leicestershire	$5\frac{1}{2}$
Sat.,	Feb. 23.—	Wolverhampton ...	Worcestershire ..	$6\frac{1}{2}$	Staffordshire	$6\frac{1}{2}$
Sat.,	Mar. 9.—	Dudley.....	Worcestershire ...	6	Staffordshire	6
Sat.,	Mar. 30.—	Wolverhampton ..	Worcestershire ...	8	Staffordshire	4

FINAL ROUND.

Sat.,	Apr. 27.—	Birmingham	Worcestershire ...	$6\frac{1}{2}$	Warwickshire	$5\frac{1}{2}$

The full score of the final round was : —

WORCESTERSHIRE.		WARWICKSHIRE.	
Mr. G. Bellingham (Dudley)...	$\frac{1}{2}$	Mr. F. Hollins (St. George's)	$\frac{1}{2}$
Mr. C. H. Sherrard (Stourbridge) ...	1	Mr. A. H. Hyde (Bohemians)	0
Mr. F. G. Jones (Worcester)	0	Mr. A. J. Mackenzie (St. George's) ...	1
Mr. Fred Brown (Dudley)	1	Mr. F. McCarthy (St. George's)	0
Mr. A. H. Davies (King's Heath)... ...	1	Mr. W. T. Stallman (St. George's) ...	0
Mr. H. Le Patourel (Malvern)	1	Mr. W. B. Alldritt (Bohemians)	0
Mr. D. Campbell (Kidderminster)... ...	$\frac{1}{2}$	Mr. F. O. Egger (Birmingham C.C.) ...	$\frac{1}{2}$
Mr. W. A. P. Hughes (Worcester) ..	0	Mr. E. Mackenzie (St. George's)	1
Mr. A. T. Griffiths (Malvern)	$\frac{1}{2}$	Mr. J. P. Savage (Erdington)	$\frac{1}{2}$
Mr. T. Young (Kidderminster)	0	Mr. R. L. Spears (Central)	1
Mr. S. Weall (Worcester)	1	Mr. F. Feeny (Birmingham)	0
Mr. H. B. Bennett (Worcester)	0	Mr. E. E. Sparshott (Erdington)	1
	$6\frac{1}{2}$		$5\frac{1}{2}$

The executive, as promised last year, has issued a detailed record of the matches in the competitions of 1898-9, 1899-1900, and 1900-1.

The executive recommend the consideration of the arrangement next year of a contest for the individual championship of the Midland Counties Union.

Attention is drawn to a number of amendments to the bye-laws governing the County Championship Contest, which experience has shown to be desirable, and which the executive believe will facilitate the working of the competition.

The finances of the Union are in a fairly satisfactory condition.

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LONDON CHESS.—On May 4th, the members of the Ladies' Chess Club were "At Home," when many guests were present. A lightning tournament was won by Mr. Walker. The annual general meeting was held on Monday, the 20th, the chair being taken by Mrs. Lewis W. Lewis, vice-president. Lady Newnes was unanimously elected president by the vote of the large gathering of members present. The hon. secretary's report showed the continued prosperity of the club, and a considerable increase in the membership.

The annual dinner of the Metropolitan Chess Club was held at Kohler's Restaurant, on 25th April. Sir Wyke Baylis (president) was in the chair, and there was a large company present, including Lord Westmeath, Mr. and Mrs. Bowles, Mr. and Mrs. Wright, and several other prominent members and friends. Sir Wyke Baylis gave the toast of the evening, "Success to the Metropolitan Chess Club," and Lord Westmeath gave "The President," which evoked much enthusiasm.

The forty-eighth annual dinner of the City of London Chess Club was held at the Trocadero, on May 1st, and was a great success. Sir George Newnes, Bart., M.P., was in the chair, and was supported by Mr. Atherley-Jones, K.C., M.P., Colonel Nolan, M.P., Mr. F. W. Wilson, M.P., Mr. J. Alderson Foote, K.C., Mr. J. A. Symmons, Mr F. Newbolt, Mr. W. Ward (L.C.C.), Mr. L. Hoffer, Mr. J. H. Blackburne; and amongst the older members of the club present were Messrs. Crawford, Cunningham, Eschwege, Hamburger, Jacobs, Lord, Mackie, McLeod, Pizzi, and J. H. Taylor, whilst of new members there was quite a host, including Mr. T. F. Lawrence, the City champion. After dinner the chairman gave "The memory of our late beloved Queen," which was drunk in silence, this being followed by the toast of "The King." The other toasts were "The Houses of Parliament," proposed by Mr. Newbolt and acknowledged by Messrs. Atherley-Jones, F. W. Wilson, and Colonel Nolan; "Success to the City Club," by the Chairman, and "The Officials," by Colonel Nolan. Special reference was made to the loss the club had sustained by the death of Mr. Mocatta, and the handsome gift of £200 presented to the club by his family. The absence of Mr. Gastineau through ill-health was also referred to. Mr. Lawrence was warmly complimented on winning the championship for the fifth time, and Mr. J. W. Russell was cheered for his services as hon. secretary.

Chess is to be again a regular feature on the premises in King Street, Covent Garden, once the home of the British Chess Club, but now known as King's tea rooms. We understand a chess tournament for amateur players is being arranged there to start June 5th, with prizes of twenty guineas, seven guineas, and five guineas. Should there be less than twenty entries, the tournament will not take place till the autumn.

Battersea Chess Club.—During the season just ended, 19 first team matches have been played, of which 13 were won, 5 lost, and 1 drawn. The best individual scores of the Class I. players in these matches were as follows:—

Mr. W. C. Squire	... ...	10 out of 12 or 83·3	per cent.
Mr. T. H. Richardson	... ...	10½ ,, 13 or 80·7	,,
Mr. F. Alexander	... ...	11 ,, 14 or 78·5	,,

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Mr. T. W. Liversage	...	...	12 out of 16	or 75·0 per cent.
Mr. A. H. Anderson	...	...	11 ,, 15	or 73·3 ,,
Mr. W. P. Plummer	...	...	11 ,, 15	or 73·3 ,,
Mr. R. G. Briscoe	...	...	11 ,, 16	or 68·7 ,,
Mr. H. S. Barlow	...	...	9½ ,, 14	or 67·8 ,,

In the Winter Handicap Tourney of 48 competitors, the sections were won by the following gentlemen, who take the prizes as below :—

1.	Mr. B. W. Fisher	... ...	Class I.
2.	Mr. S. Read	... ...	Class I.
3.	Mr. C. Sellers	... ..	Class III.
4.	Mr. G. Wenwick	.. ..	Class I.
5.	Mr. W. P. Plummer	... ...	Class I.
6.	Mr. J. B. Mahony	... ...	Class I.

Kent Chess Association.—The annual meeting of the Kent Chess Association was held at Folkestone, on Saturday, May 25th, prior to the Congress of the same body, which commenced on Whit-Monday, and a full report of which will be given in the July *B.C.M.* The chair was taken by Mr. Grantham Williams, and after the minutes had been confirmed, Mr. A. E. Seaman presented the annual report of the Council of the Association to the members. This showed a satisfactory increase of 150 individual club members and 15 unattached members, making a total of 562. One new club had joined the Association, and one had temporarily left. The result of the County Cup Competitions was given, and the various matches showed that in the S.C.C.U. competition Kent beat Sussex 11½—4½, Hampshire by 10½—5½, but lost to Surrey by 7—9, and thereby lost by half a point only the championship of the S.E. division of the Union. In a match, 100 boards, *v.* Surrey, at Rochester, Kent also lost by 43½—56½, while a few games separated Kent from Sussex in a 50 a-side correspondence match which resulted: Kent 23½—Sussex 26½. The East *v.* West Kent match ended in a draw, 14 games in all. The report concluded by expressing the thanks of the Association to the proprietors of the *Rochester and Chatham Journal* for space given to the full record of the Association's doings, while thanks were also expressed to the other papers in Kent reporting chess, and to the *B.C.M.* The report was adopted. The accounts presented by the hon. treasurer, Mr. H. Holdford, of the capital in the Counties' Bank, Rochester, showed a balance in hand of £6 19s. 8d. after the expenses of both the 1900 and 1901 congresses had been allowed for. It was possible to do this owing to there being a balance of £23 13s. 4d. brought forward. The accounts were audited by the hon. auditor, Mr. G. Pepper, chartered accountant. A discussion took place as to the medals struck by the Association, and which clubs affiliated with it can obtain for competition by their members on application to the hon. sec. It appeared that a good many clubs had not availed themselves of the privilege, but Mr. Seaman anticipated that those not applied for soon would be, now that attention was called to the matter. Sir William Hart Dyke was next re-elected president of the Association amid enthusiasm. On the motion of

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Mr. Grantham Williams, Mr. W. W. White was appointed chairman of the Council, it having been, it will be remembered, decided last year that the tenure of this office should not be continued more than a year, hence Mr. W. J. McLellan was not eligible to continue. For the post of hon. sec. of the Association there was a vacancy. Mr. A. E. Seaman having signified his intention to give up the office. The hon. treasurer, Mr. H. Holford, eventually was prevailed upon to combine the two offices, and was elected hon. sec. of the Association, which, from the prominent position Mr. Holford holds, cannot but accrue to the advantage of chess in Kent. A hearty vote of thanks to Mr. Seaman was ordered to be recorded in the minutes on the motion of Mr. W. W. White, who said that their late secretary had done the work exceedingly well and devoted an enormous amount of time to the work. Mr. G. Pepper was re-elected in unanimity to the post of hon. auditor. Mr. F. W. Walter was re-elected match captain, with hearty thanks for his services, which Mr. White said had resulted in the county being more successful in its matches, and in the order in the placing of the teams being more correct The proceedings shortly after terminated.

The "Lewis" Cup for teams not strong enough for the Kent Cup and second teams has been won by the Isle of Thanet Club, after a drawn match with their opponents in the final.

THANET.		CATFORD.	
Dr. Amyot	0	Mr. J. Stent	1
Mr. H. B. Fishwick	*½	Mr. A. G. Wallis	*½
Mr. J. Griffith	½	Mr. F. W. Dunn	½
Mr. A. W. Style	*1	Mr. W. D. Butler	*0
Mr. C. Overy	1	Mr. C. H. Manger	0
Mr. A. E. Cozens	1	Mr. J. Simpson	0
	4		2

* Adjudicated.

Kent Chess County Cup.—The result of the competition for the position of champion club of the county is a victory for the Tunbridge Wells Club, who met Rochester Conservatives in the final round, at Maidstone, on April 27th, and after three hours' play led with 4 games to 1, while three games went for adjudication by Mr. Teichmann, whose decision only increased the Tunbridge Wells lead, the final score being Tunbridge Wells 6, Rochester Conservatives 2. Tunbridge Wells in the semi final beat Canterbury, while Rochester had defeated Bromley. Each of these four clubs had arrived at the semi-final stage by becoming champion of their respective sections of the county. Score in the final tie :—

TUNBRIDGE WELLS.		ROCHESTER CONSERVATIVES.	
Mr. E. L. Raymond	*1	Mr. E. A. Seaman	*0
Mr. T. S. Connan	*½	Mr. J. Roe	*½
Col. Tillard	1	Mr. W. J. Parks	0
Mr. H. Butter	1	Mr. W. Johnson	0
Mr. J. R. Harris	1	Mr. J. H. Biggs	0
Mr. W. M. Brooke	½	Mr. W. Coleman	½
Mr. G. Read	½	Mr. J. Kearney	½
Mr. E. A. White	*½	Mr. F. W. Walter	*½
	6		2

* Adjudicated.

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Northern Counties Chess Union.—The Annual General Meeting was held on Saturday, May 11th, at the rooms of the North Manchester Club, Dyson's Restaurant, Church Street. There was a good attendance of delegates, and Mr. A. E. Moore, the chairman of the executive committee, presided. Among the delegates present were Mr. J. Burgess (president Manchester Club), Dr. Shaw (Liverpool), Messrs. J. Burtinshaw, J. Critchlow, and Rhodes Marriott (Cheshire), Messrs. C. W. Roberts, G. Howitt, and I. M. Brown (Yorkshire). The counties of Northumberland and Cumberland were represented by proxies. The report presented by the hon. sec. (Mr. I. M. Brown) stated that the year had proved one of steady progress, and that the intentions of the Union to inaugurate and establish such competitions and contests as would stimulate healthy rivalry between the players of the eight counties comprising the Union, had been strictly observed without in any way trespassing upon the domain, or interfering with the work of the County authorities. The most important event had been the contest for the challenge trophy, given for competition by Mr. A. E. Moore. This had resulted in favour of Lancashire, whose players defeated Yorkshire in the final round, which was played at Leeds, on March 23rd last. A most interesting match by correspondence, with 50 players a-side, had been contested against the Southern Counties Union, whose team won by 57 points to 43. During the year a contest for the individual championship of the Northern Counties had been successfully inaugurated. Seven players entered the lists, representing Lancashire, Yorkshire, Cheshire. Cumberland, Northumberland, Durham, and Lincolnshire; the players who survived to the final round being Mr. F. Downey (Northumberland) and Mr. Rhodes Marriott (Cheshire). A challenge had been received from Scotland and accepted, the opinion being that, whatever the result, the match would undoubtedly stimulate the interest in chess both in Scotland and the North of England. The accounts presented by the treasurer showed a balance of about £13. The election of officers resulted as follows: president, Mr. A. E. Moore (Manchester); vice-presidents, Sir George Newnes, Bart., M.P. (London), Colonel T. E. Vickers, C. B. (Sheffield), Mr. J. Burgess (Manchester), Mr. J. Lister, J.P. (Liverpool), Mr. L. Zollner (Newcastle-on-Tyne), Mr. Thos. Kay, J.P. (Stockport), Mr. Enoch Butterworth (Greenfield), Dr. Shaw (Liverpool), together with a gentleman to be appointed by the Cumberland County Association. Executive committee of management: chairman, Mr. A. E. Moore (Manchester); vice-chairman, Mr. C. Platt (Carlisle); hon. treas., Mr. R. Marriott (Cheshire); hon. sec., Mr. I. M. Brown (Yorkshire), Mr. T. A. Farron (Lancashire), Mr. J. Burtinshaw (Cheshire); auditor, Mr. J. J. Seanor (Manchester). After the meeting the delegates were entertained to dinner by Mr. Moore.

Scotland *v.* Northern Counties Chess Union.—This match was played on Saturday, May 25th, at The Athenæum, Glasgow, and resulted in a brilliant victory for Scotland. Twenty-five players were engaged on each side, and the score of the games finished was 13 to 6 against the Englishmen. This result was a surprise to both sides, but, while we heartily congratulate the Scottish Association on a victory fairly earned, we cannot accept the

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figures as the correct index of the relative strength of the two teams engaged. The fact is the long fatiguing railway journey militated in many cases against an exhibition of correct form, nevertheless we have no hesitation in stating that the best team won. Play started at 5-20 p.m., and ceased at 8-45, the Englishmen having first move on the even numbered boards. Prior to the play the visitors were most cordially welcomed by Mr. A. T. Reid, president of the Scottish Chess Association, and entertained to tea. After the close of the contest, the teams, together with friends and supporters of Scottish chess, were entertained to dinner at the Liberal Club. Mr. Reid occupied the chair and proposed the success of the Northern Counties Chess Union, to which the president, Mr A. E. Moore, Manchester, responded. Mr. D. Y. Mills proposed the health of the two secretaries, Messrs. I. M. Brown (N.C.C.U.) and B. B. Maxwell (S.C.A.), and both gentlemen responded in suitable terms. Many members of the N.C.C.U. team extended their visit to a few days in Scotland, and to Mr. W. Black, Mr. Reid, and Mr. D. Y. Mills, they desire to express their thanks for the unbounded hospitality and kindness which they received. Many of the Northern Union players regarded the winning or losing of the contest as a secondary consideration, the prevailing feeling being that the visit was rather one of breaking the ice as it were, with hopes that this match would prove the inauguration of an annual contest which will be regarded with delight on both sides. The good fellowship generated proved of such a character that we do not hesitate to predict a most delightful re-union when the Scottish players visit Manchester next year—probably very early during the month of May. Full score:—

SCOTLAND.		NORTH OF ENGLAND.	
Mr. D. Y. Mills, Edinburgh	1	Mr. Rhodes Marriott, Manchester ...	0
Dr. Macdonald, Foyars	½	Mr. F. Downey, Northumberland ...	½
Mr. E. Macdonald, Killin	½	Mr. F. E. Spedding, Lancashire ...	½
Mr. J. R. Longwill, Glasgow	1	Mr. F. C. Carroll, Lancashire	0
Mr. John Russell, Glasgow	1	Mr. F. P. Wildman, Yorkshire	0
Mr. W. Black, Glasgow	0	Mr. J. Birks, Durham	1
Mr. A. J. Neilson, Glasgow...	½	Mr. W. Butler, Cumberland	½
Mr. Jas. M'Growther, Glasgow	0	Mr. H. Gray, Yorkshire	1
Mr. J. Gilchrist, Glasgow	½	Mr. V. L. Wahltuch, Lancashire ...	½
Mr. J. Court, Glasgow...	½	Mr. H. E. Wright, Durham	½
Mr. J. Crum, Glasgow	*	Dr. Hall, Cumberland	*
Mr. J. M. Finlayson, Glasgow	1	Mr. C. H. Wallwork, Lancashire ...	0
Dr. Wyse, Falkirk	½	Mr. J. A. Guy, Yorkshire	½
Mr. A. Murray, Glasgow	*	Mr. C. Löbel, Lancashire	*
Mr. R. A. R. Rankin, Edinburgh ...	*	Mr. E. A. Greig, Cheshire	*
Mr. W. Tait, Glasgow	1	Mr. T. A. Farron, Lancashire	0
Mr. H. J. Thoms, Dundee	0	Mr. S. Keir, Lancashire	1
Mr. J. D. Chambers, Glasgow	*	Mr. C. Coates, Lancashire	*
Mr. H. L. Forbes, Perth	1	Mr. T. H. Lambert, Lancashire... ...	0
Mr. G. P. Galloway, Edinburgh... ...	1	Mr. G. Howitt, Yorkshire	*
Mr. J. S. Pagan, Stirling	1	Mr. I. M. Brown, Yorkshire	0
Mr. F. Krasser, Glasgow	1	Mr. J. Brooksbank, Cumberland ...	0
Mr. H. T. Baxter, Dundee	1	Mr. W. B. Shaw, Lancashire	0
Rev. Dr. Grant, Dundee	*	Mr. J. Jonas, Yorkshire	*
Mr. J. Borthwick, Glasgow...	*	Mr. A. E. Moore, Lancashire	*
	13		6

* Sent to Mr. H. E. Atkins for adjudication.

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It should be stated that some delay took place at starting, and some confusion arose at some of the boards as to the right of first move, but this was due to the Scottish system of arranging the players in alphabetical order for publication purposes. The system serves no good purpose in present day matches, as in contests where so many players are recognised to be of equal strength, the order of precedence is obviously no index to the order of strength of play. Take the Northern team for example. The difference of strength in the first ten is *nil*, and the names might be handed to the officials of any opposing team to place as they choose.

Northern Counties Individual Championship.—The final tie in this contest was played on Saturday, May 18th, at the Grand Restaurant, Boar Lane, Leeds, and resulted in the success of Mr. Rhodes Marriott (Cheshire), who defeated Mr. F. Downey (Northumberland).

North *v.* South Correspondence Match.—Mr. H. E. Atkins has adjudicated the five games left unfinished at the close of play, and the final result is South 57, North 43. The various results of the submitted positions are as follows (see May issue, page 219-220):—

SOUTH.		NORTH.	
Previous Score	53½	Previous Score	41½
Mr. D. Y. Mills, Gloucestershire ...	½	Mr. F. E Spedding, Lancashire ...	½
Mr. H. F. Cheshire, Sussex	1	Mr. J. Birks, Durham...	0
Mr. C. E. C. Tattersall, London ...	½	Mr. J. A. Woollard, Yorkshire... ...	½
Mr. H. L. Bowles, London	1	Mr. F. Howell, Yorkshire...	0
Mr. W. Mears, Devonshire	½	Mr. C. Platt, Cumberland	½
	57		43

Match: Essex *v.* Norfolk.—At page 213 of our last issue we published the score of the above match, and the list of names included that of Mr. A. T. Nicholls, of Norwich, who writes us as follows:—

> "In the May number of the *B.C.M.* there is a report of a county match between Essex and Norfolk, in which my name appears as losing to Mr. H. Erskine. Please correct this in your next number, as I did not play in the match, having declined the invitation owing to inability to leave."

As our report of the match came from the secretary of the Essex team, it is evident that the name of Mr. Nicholls was included in the Norfolk team by the officials of his own county, who will now doubtless make *amenae honourable.*

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The five following games were played in the recent Tournament at Monte Carlo.

GAME No. 2,030.

Sicilian Defence.

NOTES BY JAS. MASON.

WHITE. Mr. MASON.	BLACK. Mr. BLACKBURNE.
1 P—K 4	1 P—Q B 4
2 Kt—K B 3	2 Kt—Q B 3
3 P—Q 4	3 P × P
4 Kt × P	4 Kt—B 3
5 Kt—Q B 3	5 P—K 3
6 Kt × Kt	

There is little to be said for this smart capture. It might serve well enough had Black played 5..., P—Q 3 (making a very different form of defence); but as it is the usual continuation 5 K Kt—Kt 5 should be almost certainly preferred.

	6 Kt P × Kt
7 B—Q 3	7 P—Q 4
8 P × P	

Anyway, there is no good promising line of action now. Were the Pawn simply to advance, Black would be strong in the centre; with a free counter attacking position generally.

	8 K P × P !
9 Castles	9 B—K 2
10 Kt—K 2	10 Castles
11 Kt—Kt 3	

Trouble soon comes of this; or it leads (in a manner) straight on to a losing game.

	11 Q—B 2
12 P—Q B 3	12 Kt—Kt 5

.....With a purpose not discovered by White—until too late.

13 Q—B 2 ?	13 P—Kt 3
14 P—K R 3 ?	14 B—Q B 4 !

Position after Black's 14th move :—

B—Q B 4 !

BLACK (MR. BLACKBURNE).

WHITE (MR. MASON).

15 P × Kt	

A very curious situation. He cannot refuse the Knight and do better; for, among other things, 15..., B × P, &c., must be prevented.

	15 Q × Kt
16 B—K 2	16 B × Kt P
17 B × B	17 Q × B
18 B—Q 2 ?	18 K R—K sq

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19	Q R—K sq	19 R—K 7 !
20	Q—Q 3	20 Q R—K sq
21	R × R	21 R × R

.....Pressing his advantage for all its worth. Exchange of Queens would scarcely enable White to draw; but it might help to prolong the struggle indefinitely.

22	B—B sq	

King and Rook, and the Pawns before them, are fixed *pro tem.* Thus, *e.g.*, if 22 P—K Kt 3, then 22..., R × B!; 23 Q × R, Q × P+; 24 K—R sq, Q—R 6+; 25 K—Kt sq, B—Q 3; 26 P—K B 4, B—B 4+, &c.; changing off pieces and winning with the Pawns.

		22 P—K R 4 !
23	P—Kt 4	23 B—Kt 3
24	P—R 4	24 P—R 5
25	P—R 5	25 B—K 6

.....Pretty play indeed! and virtually conclusive.

26	Q × R	

For if 16 B × B, then 26..., P—R 6!; 27 P—Kt 3, Q—B 6; and mate directly. Letting Queen go for Rook and Bishop appears to be the least of evils in the circumstances; and then, of course, it only remains for White to labour on till he is ready to resign.

		26 Q × Q
27	B × B	27 P—R 3
28	B—Q 4	28 P—Kt 4
29	P—B 3	29 P—K B 4
30	R—B 2	30 Q—Q 6
31	K—R 2 ?	31 Q—Q 8 !
32	R—R 2	32 K—B 2
33	R—K B 2	33 K—Kt 3
34	P—K B 4	34 P—Kt 5
35	P—Kt 3	35 Q—Q 6
36	R—K Kt 2	36 P × P ch
37	R × P	37 Q—Q 7 ch
38	R—Kt 2	38 Q × P ch
39	K—Kt sq	39 Q—B 6
40	R—K B 2	40 Q—Kt 6 ch
41	Resigns.	

GAME No. 2,031.

Queen's Pawn Opening.

NOTES BY JAS. MASON.

WHITE.	BLACK.
Herr VON SCHEVE.	Mr. MARSHALL.
1 P—Q 4	1 P—Q 4
2 B—B 4	2 P—Q B 4

.....As in Steinitz *v.* Mason, London Tournament, 1883. No "innovation."

3	P—K 3	

If 3 P × P, Kt—Q B 3; Black soon recovers the Pawn; and that with a free opening position. But 3 B × Kt, R × B; 4 P × P, is apt to turn out well for White.

		3 Kt—Q B 3
4	P—Q B 3	4 Q—Kt 3
5	Q—Q 2	5 P—B 5

.....A dangerous advance—for somebody. Perhaps 5 Kt—B 3 should be preferred.

6	Kt—B 3	6 Kt—B 3
7	B—K 2	7 B—B 4
8	Castles	8 Kt—K 5

.....Better go on developing. The exchange of this Knight as follows is scarcely beneficial to Black; and there are other indications that Mr. Marshall plays a perfunctory sort of game.

9	Q—B sq	9 P—K 3
10	Q Kt—Q 2	10 B—K 2
11	Kt × Kt	11 B × Kt
12	Kt—Q 2	12 B—Kt 3
13	P—K 4	

Very good! Weakening the enemy's centre. This is one of Herr von Scheve's finest efforts in Monte Carlo.

		13 Castles (K R
14	P × P	14 P × P
15	B—B 3	15 Q R—Q sq
16	R—K sq	16 B—B 3
17	Kt—B sq	17 Kt × P

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.....A surprising "splurge," but fairly justifiable in the circumstances. But for the persiting weakness of his Queen Pawn, he could have three Pawns for the piece, with some chance of winning.

18	P × Kt	18 Q × Q P
19	B—Kt 5 !	19 P—Kt 4

.....There appears to be nothing better. 19..., Q × Kt P; 20 Q × Q, B × Q; 21 B × R, &c., looks like further sacrifice: and if 19..., B × B; 20 Q × B, Q × Kt P; the Queen Pawn would be abandoned. Actually, White's game is far from "winning itself"; and the young American representative makes a gallant struggle.

20	B × B	20 Q × B
21	Kt—K 3	21 P—Q 5
22	Kt—Q 5	22 Q—Q 3
23	Q—Q 2	23 P—Q 6
24	P—Q Kt 3	24 K—R sq
25	P × P	25 P × P
26	Q R—B sq	26 Q—B 4
27	Kt—K 3	27 R—Q 5
28	R—B 3	28 P—B 4
29	R(K)—QBsq	29 Q—R 4
30	R—Q sq	30 B—B 2

.....Only here is a sad blunder! The Queen should return to B 4 of course; and then, with opportune ..., R—Q B sq, the position might be held. White's winning would be problematical; whereas now his victory is practically assured.

31	R × Q P !	31 Q × Q
32	R (Q 3) × Q !	32 R × R
33	R × R	33 P—B 5
34	Kt—Q sq	34 P—Kt 4
35	P—K R 4	35 P—K R 3
36	Kt—B 3	36 R—K sq
37	R—Q 7	37 R—K 8 ch
38	K—R 2	38 B—Kt 3
39	R × P	39 B—B 4
40	P × P	40 P × P
41	R—R 5	41 B—Q 6
42	R × P	42 R—Q B 8
43	Kt—Q 5	43 R—B 7
44	Kt—B 6 !	44 B—R 2
45	B—K 4 !	45 Resigns.

GAME No. 2,032.

Ponziani Attack.

NOTES BY JAS. MASON.

	WHITE. M. TSCHIGORIN.	BLACK. M. WINAWER.
1	P—K 4	1 P—K 4
2	Kt—K B 3	2 Kt—Q B 3
3	P—B 3	3 Kt—B 3
4	P—Q 4	4 P × P ?
5	P—K 5	5 Q—K 2

.....An obvious defiance of principle better avoided by 4..., Kt × P; instead of 4..., P × P preceding. For the most part not greatly careful in his opening, on this occasion M. Winawer makes an especially unfavourable start, having regard to the well-known aggressive proclivities of his opponent.

6	P × P	6 P—Q 3

.....If 6..., Q—Kt 5+; 7 B—Q 2, Q × Kt P; 8 Kt—B 3, threatening 9 R—Kt sq and later Kt—Q Kt 5, there would be no question as to White's advantage. It would be perfectly evident. After this Black goes on escaping one danger only to encounter another, until at last he can escape no more.

7	B—Q Kt 5 !	7 Kt—Q 2
8	Castles	8 P × P
9	P—Q 5 !	9 Kt(B3)-Ktsq!
10	Kt × P	10 Q—B 3
11	R—K sq	11 B—K 2
12	Q—K 2 !	12 P—K R 4

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..... If he now Castles, a piece is lost of course. And if 12..., P—B 3? White can take, and continue taking; Black Queen having to keep in in support of the Bishop next the King. This is *the* point against him,—and it covers the whole case.

13	Kt—K B 3	13 Q—Q 3
14	B—K B 4 !	14 Q—B 4
15	P—Q 6	

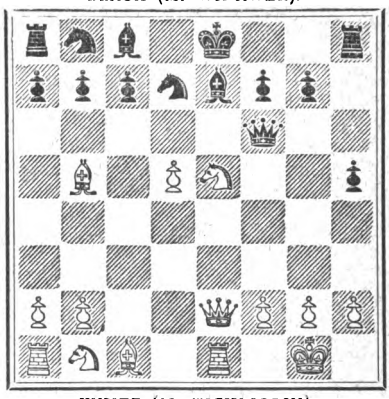
Making the point above mentioned, and easily winning in consequence. Touching the great question of "time," a most instructive little game.

		15 Castles
16	P × B	16 R—K sq
17	Kt—B 3	17 P—Q B 3
18	B—B 4	18 P—Q Kt 4
19	B × B ch !	19 K × B
20	Q—K 6, mate.	

Position after Black's 12th move:—

P—K R 4

BLACK (M. WINAWER).



WHITE (M. TSCHIGORIN).

GAME No. 2,033.

Queen Knight's Game.

NOTES BY JAS. MASON.

	WHITE. M. WINAWER.	BLACK. Herr MIESES.
1	P—K 4	1 P—K 4
2	Kt—Q B 3	2 Kt—Q B 3
3	B—B 4	3 Kt—B 3
4	P—Q 3	4 B—B 4

.....The alternative 4..., B—Kt 5 is good for simplifying. But M. Winawer is not in the habit of shirking complications.

5	P—B 4	5 P—Q 3
6	P—B 5	

A favourite line of attack is here entered upon by Herr Mieses. It has been much practised by him with success; a circumstance fairly within his adversary's knowledge. Hence, perhaps, the intensely interesting contest ensuing—one of the finest in the whole course of the tournament.

		6 Kt—Q R 4
7	Q—B 3	7 P—B 3
8	P—K Kt 4	8 P—Q Kt 4
9	B—Kt 3	9 Kt × B
10	R P × Kt	10 Q—Kt 3
11	K Kt—K 2	11 P—K R 3
12	P—R 4	

It is upon these formidable King side operations that White relies for victory. And, in fact, any bungling in defence becomes easily fatal.

		12 Kt—Q 2 !
13	P—Kt 5	13 P—K R 4
14	R—B sq	14 B—Kt 2
15	P—Kt 6	15 P × P !
16	B—Kt 5	

Naturally—to prevent Castling. Perhaps playing for too much; may be 16 Q—Kt 3 would do better.

		16 R—K B sq
17	Q—R 3	17 B—B sq

.....The far reaching and important effect of this very useful retreat will be duly noticed. And here begins a counter attack, well sustained; so that both parties carry on a sort of double game,—each attacking and defending in turn as occasion requires.

18	Castles	18 P—R 4 !
19	Q—Kt 3	

White modifies his plans, and Black profits accordingly.

		19 P—R 5
20	P—Kt 4 !	20 B × P

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21	B—K 3	21 Q—R 4
22	Q × Kt P ch	22 R—B 2
23	K—Q 2	

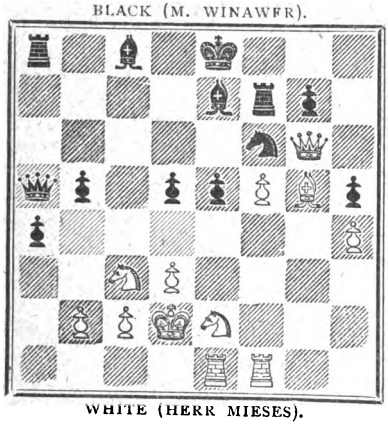
Anticipating 23..., P—R 6; inconvenient, but somewhat necessary to maintain his own attack.

		23 Kt—B 3
24	B—Kt 5	24 P—Q 4 !
25	P × P	25 P × P
26	R (Q sq)–K sq	26 B—K 2 !

Position after Black's 26th move :—

B—K 2 !

BLACK (M. WINAWER).



WHITE (HERR MIESES).

27	Kt—B 4 !	27 B × P

.....If 27..., P × Kt? then, for instance, 28 B × Kt, P × B; 29 Q—Kt 8+, R—B sq; 30 R × B+, K × R; 31 R—K sq+, K—Q 2; 32 Q × R, &c., White might do well. But, actually, his bid for something of the sort was ill-judged. Needless to insist that this winning coup was no part of Black's forecast at his 17th move. Yet there it is, and the knowing critic may refer it to any point he likes.

28	Q × B	28 Kt—K 5 ch !
29	P × Kt	29 R × Q
30	P × R	30 B × B
31	R × P ch	31 K—B 2 !
32	P × B	32 P—Q 5

.....With winning advantage. However, some care is needful—almost to the end.

33	R (B sq)–K sq	33 P × Kt ch
34	P × P	34 Q—Q sq ch
35	Kt—Q 3	35 Q × P ch
36	K—Q sq	36 P—R 6 !
37	P—B 6	

To get at the advancing pawn. Afterwards, Rook and Knight are no match for the Queen—and other Pawns; so that even now White may be considered as virtually forlorn.

		37 Q × P
38	K—B sq	38 P—R 7
39	K—Kt 2	39 P = Q's ch
40	R × Q	40 R × R
41	K × R	41 P—R 5 !
42	R—K 3	42 Q × P ch
43	K—Kt sq	43 K—B 3
44	R—R 3	44 P—Kt 4
45	R—B 3 ch	45 K—Kt 2
46	R—B 5	46 K—R 3
47	R × Q Kt P	47 P—R 6 !
48	Kt—K 5	48 Q—Q 7 !
49	Kt—Kt 4 ch	49 K—R 4
50	Kt—B 6 ch	50 K—R 5
51	R—Kt 8	51 Q—K 8 ch
52	K—R 2	52 Q—K 3 ch
53	Resigns.	

GAME No. 2,034.

Giuoco Piano.

NOTES BY R. TEICHMANN.

WHITE. Mr. GUNSBERG.		BLACK. M. JANOWSKI.	
1	P—K 4	1	P—K 4
2	Kt—K B 3	2	Kt—Q B 3
3	B—B 4	3	P—B 4
4	Q—K 2	4	P—Q 3
5	B—B 3	5	Kt—B 3
6	P—Q 3	6	B—Kt 3
7	B—K 3	7	B—K Kt 5
8	Q Kt—Q 2	8	Castles
9	P—K R 3	9	B—K 3
10	B—K Kt 5	10	Kt—K 2

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.....Considering that White has not Castled yet, it seems risky to allow B × Kt, thus opening the King's position.

11	P—Q 4	11 Kt—Kt 3
12	P—Q 5	12 B—Q 2
13	P—K Kt 3	13 P—K R 3
14	B—K 3	14 Q—B sq
15	P—K Kt 4	15 Kt—R 2
16	Castles Q R	16 Q—Q sq
17	Q R—Kt sq	17 Kt—B 5

....Of doubtful value, as the Pawn will be lost afterwards; but Black has a difficult game.

18	B × Kt	18 P × B
19	P—K R 4	19 P—Kt 3
20	P—Kt 5	

This move blocks the King's side; but White wanted, apparently, to make sure of the Pawn.

		20 P—K R 4
21	Kt—Kt 3	21 R—K sq
22	K Kt—Q 4	22 Q—K 2
23	P—B 3	23 P—R 4
24	K—Kt sq	24 P—R 5
25	Kt—B sq	25 P—R 6
26	P—Kt 3	26 P—Q B 3
27	P × P	27 P × P
28	Q—Q 2	28 Q R—B sq
29	Q × P	29 P—Q 4

....This fine move gives Black a strong attack.

30	P × P	30 P × P
31	B × P	31 R × P
32	R—K sq	32 Q—B sq
33	Kt—B 2	33 K R—B sq
34	R—K 2	34 B—Kt 4
35	R—Q 2	35 Q—Kt 2

See Diagram.

.....Threatening, of course, R × P ch and mate by Q—Kt 7. With his next and the following moves White defends a critical position with great circumspection.

36	Kt—Q 4	36 B—R 3
37	K R—Q sq	37 Kt—B sq
38	Kt(B sq)—K 2	38 Q B × Kt
39	Kt × B	39 B—K 6
40	Q—K 4	40 B × R
41	R × B	41 R (B 6)—B 4
42	P—Kt 4	42 R (B 4)—B 2

Position after Black's 35th move :—

Q—K 2.

BLACK (JANOWSKI).

WHITE (GUNSBERG).

.....Black has now won the exchange, but he has by no means an easy game, as he has no good prospects for the ending, his advanced Queen's Rook's Pawn being weak.

43	P—Kt 5	43 Kt—Q 2
44	Q—Q 3	44 Kt—Kt 3
45	B—B 6	45 Q—K 4
46	Kt—B 3	46 Q—K 8 ch
47	R—Q sq	47 Q—B 7
48	R—Q 2	48 Q × P
49	Kt—K 4	49 Q—K 8 ch
50	R—Q sq	50 Q—Kt 5 ch
51	Q—Kt 3	51 Q × Q ch
52	P × Q	52 K—B sq
53	K—K 2	53 R—R 2
54	Kt—B 6	54 K—K 2
55	R—K sq ch	55 K—Q 3
56	Kt—K 8 ch	56 K—B 4
57	R—K 4	57 R × B

... .Black is forced to give back the exchange, since, if Kt—R sq or Q 2, White would play P—Kt 4 ch, followed by Kt—Q 6, threatening Kt—B 4 ch and R—K 7, &c.

58	P × R	58 K × P
59	Kt—B 6	59 R—R 4
60	P—B 4	60 R—R 2
61	R—Q 4	61 R—R 4
62	P—Kt 4	

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This illjudged move throws away the game, as Black now obtains a good square for his King at Q B 5. If White had refrained from advancing this Pawn, it would have been very difficult, if at all possible, for Black to force a win.

	62 R—R sq	
63 P—B 5	63 P × P	
64 R—B 4	64 K—Kt 4	
65 Kt × P		65 Kt—Q 4

The decisive move. White cannot prevent K—B 5 and Kt—B 6 ch, after which the King is in a mating position.

66 R × P	66 K—B 5
67 R × P	67 Kt—B 6 ch
66 K—R sq	68 R—Q sq
69 Resigns.	

The following six games were played in the recent Cable Match, Great Britain *v.* United States of America.

GAME No. 2,035.

Played at board No. 5.

Ruy Lopez.

WHITE. Mr. E. HYMES, *United States.*	BLACK. Mr. H. E. ATKINS, *Great Britain.*
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—Kt 5	3 P—Q R 3
4 B—R 4	4 Kt—B 3
5 P—Q 3	5 P—Q 3
6 P—B 3	6 P—K Kt 3
7 Q Kt—Q 2	7 B—Kt 2
8 Kt—B sq	8 P—Q Kt 4
9 B—Kt 3	9 P—Q 4
10 Q—K 2	10 Castles
11 Kt—K 3	11 P—Q 5
12 Kt—Q 5	12 Kt—Q R 4
13 B—Kt 5	13 Kt × B
14 P × Kt	14 B—Kt 2
15 Kt × Kt ch	15 B × Kt
16 B × B	16 Q × B
17 P—Q Kt 4	17 Q R—Q sq
18 Castles	18 Q—Q 3
19 K R—Q sq	19 P—K B 4
20 Kt—K sq	20 Q—Kt 3
21 Kt—B 3	21 B P × P
22 Q P × P	22 R—B 5
23 Kt—Q 2	23 B—B sq
24 Kt—Kt 3	24 P—Q 6
25 Q—K sq	25 Q R—B sq
26 R—Q 2	26 Q—K B 3
27 P—B 3	27 P—Kt 4
28 Kt—B 5	28 Q—Kt 2
29 Kt × Q P	29 K R—B 2
30 Q—Kt 3	30 R—K 2
31 Kt—B 5	31 P—K R 4
32 Q R—Q sq	32 P—R 5
33 Q—B 2	33 R (K 2)—B 2
34 R—Q 8	34 Q—B 3
35 R × R ch	35 R × R
36 Q—K 3	36 P—R 6
37 Kt—Q 7	37 B × Kt
38 R × B	38 P—Kt 5
39 R—Q 3	39 K—R sq
40 Q—K 2	40 R P × P
41 K × P	41 P × P ch
42 R × P	42 R—Kt sq ch
43 K—R sq	43 Q—R 3
44 Q—B sq	44 R—Kt 5
45 R—R 3	45 R—R 5
46 R × R	46 Q × R
47 Q—B 8 ch	47 K—R 2
48 Q—B 5 ch	48 K—R 3
49 Q × P	49 Q—K 8 ch
50 K—Kt 2	50 Q—K 7 ch
51 K—Kt 3	51 Q—Q 6 ch
52 K—Kt 4	52 Q—Q 2 ch
53 K—B 4	53 Q—B 2 ch
54 Q—B 5	54 Q—K 2
55 P—K 5	55 Q—R 5 ch
56 K—K 3	56 Q—K 8 ch
57 K—Q 4	57 Q—Q 7 ch
58 K—B 5	58 Q × R P
59 Q—B 6 ch	59 K—R 2
60 Q—B 7 ch	60 K—R 3
61 Q × P	61 Q × P

Black resigned; time being called.

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GAME No. 2,036.

Played at board No. 6.

Sicilian Defence.

WHITE. Mr. G. E. H. BELLINGHAM, *Great Britain.*	BLACK. Mr. H. VOIGT, *United States.*
1 P—K 4	1 P—Q B 4
2 Kt—Q B 3	2 Kt—Q B 3
3 P—K Kt 3	3 P—K Kt 3
4 B—Kt 2	4 B—Kt 2
5 K Kt—K 2	5 P—Q 3
6 P—Q 3	6 Kt—B 3
7 Castles	7 Castles
8 P—K R 3	8 B—Q 2
9 B—K 3	9 R—B sq
10 Q—Q 2	10 P—Q R 3
11 P—Q R 4	11 Q—R 4
12 P—B 4	12 K R—K sq
13 P—K Kt 4	13 P—R 4
14 P × P	14 Kt × R P
15 K—R 2	15 Kt—Q 5
16 B—B 3	16 Kt × B ch
17 R × Kt	17 P—K 3
18 Q—K sq	18 P—Q 4
19 B—Q 2	19 Q—Q sq
20 P—K 5	20 B—Q B 3
21 P—Q 4	21 P—Kt 3
22 B—K 3	22 B—Kt 2
23 B—B 2	23 B—B sq
24 Kt—Q sq	24 P × P
25 Kt × P	25 Q—B 2
26 P—B 3	26 B—Kt 2
27 B—Kt 3	27 K—R 2
28 Kt—K 3	28 R—K R sq
29 Kt—Kt 4	29 K—Kt sq
30 Q—K 3	30 Kt × B
31 R × Kt	31 Q—Q sq
32 Q R—K Kt sq	32 R—R 2
33 P—B 5	33 K P × P
34 Kt × P	34 P—Q 5
35 Kt × P	35 R—R 4
36 Q—B 4	36 Q—R 5
37 R—K B sq	37 B—Q 4
38 Q—K 3	38 R—K sq
39 Kt—B 3	39 B × Kt
40 Q × B	40 R—B 4
41 Kt—B 6 ch	41 B × Kt
42 Q × R	42 Q × R ch
43 K × Q	43 B × P ch
44 Q × B	44 R × Q
45 R—B 6	45 R—Q R 4
46 R × Q Kt P	46 R × P
47 P—Kt 3	47 R—R 6
48 K—Kt 4	48 P—R 4
49 P—R 4	49 P—R 5
50 P × P	50 R × B P
51 P—Q R 5	

Drawn when time was called.

GAME No. 2,037.

Played at board No. 7.

Queen's Gambit Declined.

WHITE. Mr. F. J. MARSHALL, *United States.*	BLACK. Mr. W. WARD, *Great Britain.*
1 P—Q 4	1 P—Q 4
2 P—Q B 4	2 P—K 3
3 Kt—Q B 3	3 Kt—K B 3
4 B—Kt 5	4 B—K 2
5 Kt—B 3	5 Q Kt—Q 2
6 P—B 5	6 P—B 3
7 P—K 3	7 P—K 4
8 P × P	8 Kt—K 5
9 B × B	9 Q × B
10 Kt × Kt	10 P × Kt
11 Kt—Q 2	11 Kt × B P
12 Kt—B 4	12 Castles
13 Q—Q 6	13 R—K sq
14 Castles	14 B—K 3
15 Q × Q	15 R × Q
16 P—Q Kt 4	16 Kt—R 5
17 R—Q 4	17 B—Q 4
18 Kt—Q 6	18 B × P
19 B—B 4	19 B × B

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20 R × B	20 Kt—Kt 3	39 K—B 3	39 Kt—Kt 3
21 R × K P	21 Kt—Q 4	40 R—K 4	40 R × Kt
22 K—Kt 2	22 P—Q Kt 4	41 P—K 6	41 R × R
23 R—Q B sq	23 R—B 2	42 P × P ch	42 K × P
24 R—Q 4	24 Kt—K 2	43 K × R	43 K—K 3
25 Kt × Kt P	25 R—Kt 2	44 P—B 4	44 Kt—K 2
26 Kt—Q 6	26 R—Kt 3	45 P—Kt 4	45 Kt—Q 4
27 K—B 2	27 Q R—Kt sq	46 P—B 5 ch	46 K—Q 3
28 K—Q sq	28 P—Q R 3	47 P—Kt 5	47 P—B 5
29 R—R sq	29 Kt—Q 4	48 P—B 6	48 P × P
30 Kt—B 4	30 R × P	49 P × P	49 Kt × P ch
31 R × P	31 Kt—B 6 ch	50 K—Q 4	50 Kt—Kt 5
32 K—B 2	32 P—Q B 4	51 K × P	51 K—K 4
33 R—K R 4	33 Kt—Q 4	52 K—Q 3	52 Kt × R P
34 R—Q B 6	34 R (Kt 5)—Kt 4	53 K—K 2	53 K—K 5
35 K—Q 2	35 Kt—K 2	54 K—B 2	54 Kt—Kt 5 ch
36 R—B 7	36 Q R—Kt 2	55 K—Kt 3	55 Kt × P
37 R × R	37 R × R		
38 K—K 2	38 R—Kt 5		And Black won.

GAME No. 2,038.

Played at board No. 8.

Giuoco Piano.

WHITE. Mr. E. M. JACKSON, *Great Britain.*	BLACK. Mr. S. W. BAMPTON, *United States.*		
1 P—K 4	1 P—K 4	24 B—R 5	24 R—B 3
2 Kt—K B 3	2 Kt—Q B 3	25 B × B	25 P × B
3 B—B 4	3 B—B 4	26 Q × R P	26 P—Q Kt 4
4 P—Q 3	4 Kt—B 3	27 Q—R 3	27 R—Kt 3
5 P—B 3	5 P—Q 3	28 R—B 2	28 Q—K B 2
6 Q Kt—Q 2	6 Kt—K 2	29 Q—Q 3	29 B—K 5
7 Q—Kt 3	7 Castles	30 Q—Q B 3	30 B—Q 4
8 Kt—B sq	8 P—B 3	31 Q—Q 3	31 B—K 5
9 P—Q 4	9 P × P	32 Q—Q B 3	32 Q—Q 4
10 P × P	10 B—Kt 3	33 Q—B 5	33 R—Q 3
11 Kt—Kt 3	11 P—Q 4	34 Q × Q	34 R × Q
12 P × P	12 Q Kt × P	35 R—R 7	35 R × P
13 Castles	13 P—K R 3	36 R—K 2	36 R—K 3
14 B—K 3	14 B—K 3	37 R—Q B 7	37 P—Kt 5
15 Kt—K 5	15 Q—K 2	38 P—R 4	38 R (K 3)—Q 3
16 P—Q R 4	16 Q R—K sq	39 K—B 2	39 R—B 5
17 P—R 5	17 B—Q sq	40 R—K 7	40 P—B 4
18 P—R 6	18 B—Kt 3	41 Kt × B	41 P × Kt
19 Q—Q R 4	19 Kt—Q 2	42 R (K 7) × P	42 R × R
20 B × Kt	20 B × B	43 R × R	43 R—Q 7 ch
21 Kt × Kt	21 Q × Kt	44 R—K 2	44 R × K ch
22 B—Q 2	22 P—K B 4	45 K × R	45 P—B 5
23 P—K B 4	23 P × P	46 K—K 3	46 K—B 2
		47 K—Q 4	47 P—B 6
		48 P × P	48 P × P

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49 K × P	49 K—Kt 3	53 K—K 2	53 K—Kt 5
50 P—Kt 4	50 P—R 4	54 P—R 6	54 P × P
51 P × P ch	51 K—B 4	55 K—B 2	55 K × P
52 K—Q 3	52 K × P	56 K—Kt 2	56 Draw

GAME No. 2,039.

Played at board No. 9.

Queen's Pawn Opening.

WHITE. Mr. C. J. NEWMAN, *United States.*	BLACK. Mr. HERBERT JACOBS, *Great Britain.*		
1 P—Q 4	1 P—K B 4	26 K—K sq	26 K—Kt sq
2 P—K 4	2 P × P	27 K—Q sq	27 B—R 4
3 Kt—Q B 3	3 Kt—K B 3	28 P—Q Kt 4	28 B—B 2
4 B—Kt 5	4 P—B 3	29 P—Kt 3	29 P—Q R 4
5 P—B 3	5 Q—R 4	30 Kt—R 2	30 P × P
6 B × Kt	6 K P × B	31 P × P	31 B—Q 3
7 P × P	7 B—Kt 5	32 P—B 3	32 R—R sq
8 Q—Q 2	8 Castles	33 Kt (R 2)-B sq	33 R—R 6
9 B—B 4 ch	9 K—R sq	34 R (B 3)—Q 3	34 K—B 2
10 K Kt—K 2	10 P—Q 4	35 R—R 2	35 R × R
11 P × P	11 P × P	36 Kt × R	36 R—B 3
12 B—Q 3	12 Kt—B 3	37 Kt (R 3)-B sq	37 P—R 4
13 Castles	13 B—Q 3	38 P—R 4	38 B—B 2
14 Q—K 3	14 B—Q 2	39 R—B 3	39 P—Kt 3
15 Q—B 3	15 Kt—Kt 5	40 Kt—Q 3	40 P—Kt 3
16 B—B 5	16 B × B	41 K—Q 2	41 Kt—B 4
17 Q × B	17 Q R—K sq	42 Kt (Q 3)-B 4	42 R—Q 3
18 P—Q R 3	18 Kt—B 3	43 Kt × R P	43 Kt × R P
19 Q—Q 7	19 Q—B 2	44 P × Kt	44 P × Kt
20 Q × Q	20 B × Q	45 Kt—B 4	45 P—Kt 4
21 R—B 5	21 Kt—K 2	46 Kt × R P	46 R—K 3
22 R—B 3	22 B—Kt 3	47 R—B 5	47 R—Q 3
23 K—B sq	23 R—B sq	48 Kt—B 4	48 R—Q sq
24 R—Q sq	24 R—B 5	49 Kt × P	49 B—K 5
25 R—Q 2	25 K R—B sq	50 P × B	50 K—K 3
		51 R × P ch	51 K × P
		52 R—B 3	52 Resigns.

GAME No. 2,040.

Played at board No. 10.

Queen's Gambit Declined.

WHITE. Mr. R. P. MICHELL, *Great Britain.*	BLACK. Mr. C. S. HOWELL, *United States.*		
1 P—Q 4	1 P—Q 4	4 Kt—K B 3	4 Kt—Q B 3
2 P—Q B 4	2 P—K 4	5 P—Q R 3	5 P—Q R 4
3 Q P × P	3 P—Q 5	6 P—K Kt 3	6 B—K 3
		7 Q Kt—Q 2	7 B—Q B 4
		8 B—Kt 2	8 K Kt—K 2
		9 Castles	9 Kt—Kt 3

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10 P—Kt 3	10 Castles	38 R × B	38 R—R 2
11 Kt—K 4	11 B—R 2	39 P—R 5	39 K—K 4
12 B—Kt 5	12 Q—Q 2	40 K—Kt 3	40 K—B 3
13 Q—Q 2	13 K R—K sq	41 K—R 4	41 P—Kt 4 ch
14 K R—Q sq	14 B—K B 4	42 P × P *e.p.*	42 K × P
15 Kt—R 4	15 B × Kt	43 P—B 4	43 P—B 3
16 B × B	16 R × P	44 P—B 5 ch	44 K—R 3
17 B × K Kt	17 R P × B	45 R—R 8 ch	45 K—Kt 2
18 Kt—B 3	18 R—K 5	46 R—Q B 8	46 K—R 3
19 Q—Q 3	19 Q R—K sq	47 R—B 7	47 R—R 8
20 R—R 2	20 Q—B 4	48 R × Kt P	48 R—R 8 ch
21 B—B sq	21 Kt—K 4	49 K—Kt 3	49 R—Kt 8 ch
22 Kt × Kt	22 Q R × Kt	50 K—B 3	50 R—B 8 ch
23 B—B 4	23 R—K 2	51 K—K 3	51 R—K Kt 8
24 P—Q Kt 4	24 P—Q B 3	52 R—K B 7	52 R × P
25 P—B 5	25 R × P	53 R × P ch	53 K—R 2
26 R × R	26 Q × Q	54 R × P	54 R × P
27 R × Q	27 R × R	55 R—B 8	55 R—Q B 5
28 R × P	28 P × P	56 P—Q B 6	56 K—Kt 2
29 P × P	29 R—R 7	57 K—Q 3	57 R—B 8
30 R—Q 8 ch	30 K—R 2	58 K—Q 4	58 K—B 2
31 R—Q R 8	31 R—R 3	59 K—Q 5	59 R—Q 8 ch
32 K—Kt 2	32 P—K Kt 4	60 K—B 5	60 R—B 8 ch
33 B × P	33 K—Kt 3	61 K—Q 6	61 R—Q 8 ch
34 B—B 4	34 K—B 4	62 K—B 7	62 K—B 3
35 P—R 4	35 K—K 3	63 R—B 8 ch	63 K—K 2
36 P—Kt 4	36 K—Q 4	64 R—Q Kt 8	64 K—B 3
37 B—Kt 8	37 B × B	And Black resigned, time being called	

GAME No. 2,041.

Played in the North *v.* South Correspondence Match.

French Defence.

NOTES BY H. DOYLE.

WHITE. Mr. H. DOYLE, *North.*	BLACK. Mr. F. L. ANSPACH, *South.*
1 P—K 4	1 P—K 3
2 P—Q 4	2 P—Q 4
3 Kt—Q B 3	3 Kt—K B 3
4 P—K 5	4 K Kt—Q 2
5 Q Kt—K 2	

White adopted this instead of the more fashionable 5 P—B 4, in order to test the dictum of Dr. H. A. Reeves that "White can insure by a line of play which I venture to submit to the critical judgment of your readers, if not a won game, at any rate a continucus attack, and such a commanding position as to harass Black for a long time, and one which requires such accurate defence as, in actual play, would almost certainly lead to defeat." See article on the French Defence, *B.C.M.*, vol. xii., p. 208.

	5 P—Q B 4
6 P—Q B 3	6 Kt—Q B 3
7 P—K B 4	7 Q—Kt 3

.....If White plays 7 B—K 3, then 7.. , Q—Kt 3 (or 7.. , B—K 2; 8 P—K B 4, Castles; 9 Kt—B 3, P—B 3 [P—B 4 would subject him presently to P—K Kt 4, and the opening of the Kt's or R's file]; 10 Kt—Kt 3, K B P × P; 11 B P × P, P × P; 12 P × P, B—Kt 5 ch; 13 K—B 2, &c.); 8 Q—Q 2, P × P; 9 P × P, B—Kt 5; 10 Kt—Q

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B 3, Castles; 11 P—B 4, &c., is from Mr. Reeves' analysis.

8	Kt—B 3	8 B—K 2

.....If 8..., P×P; 9 P×P, B—Kt 5 ch; 10 Kt—B 3, Castles; 11 B—K 3, P—B 3; 12 Q—Q 2, P×P; 13 B P×P, P—K R 3 (if 13..., B—K 2; 14 B—Q 3, and White continues his attack with P—K R 4, and does not Castle at all); 14 P—Q R 3, B×Kt; 15 P×B, R—B 2; 16 B—Q 3, &c. See *B.C.M.*, vol. xviii., p. 497. If 8..., P—B 3, Mortimer gives 9 P—Q R 3, B—K 2; 10 Kt—Kt 3, Castles, and he considers the game equal.

9	Q—B 2	9 P—K B 3

.....If 9..., Castles, then 10 B—K 3, &c.

10	B—Q 2	

10 B—K 3 leads to some very interesting variations.

		10 K B P×P
11	B P×K P	11 P—Q R 4
12	P—K R 4	12 Q—Q R 2
13	B—K 3	13 P×Q P
14	B×P	14 Q—Q Kt sq ?
15	Kt—B 4	15 Kt—K B sq ?

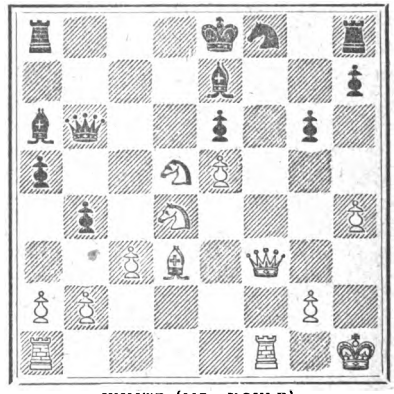
.... If 15..., K Kt×P, then 16 Kt×Kt, Kt×Kt; 17 B—Kt 5 ch, B—Q 2 (if 17..., Kt—B 3; 18 B×P, Q×Kt [if 18 , R—Kt sq; 19 Kt—R 5]; 19 B×R, B×P ch; 20 K—Q sq, &c. If 17..., K—B sq; 18 Castles K R, B—B 3 [if 18..., K—Kt sq; 19 Q R—Q sq, B—Q 3; 20 Kt—R 5]; 19 Kt—R 5); 18 B×B ch, Kt×B; [if 18..., K×B; 19 Q—K 2, B—Q 3 (if 19..., Kt—B 6 ch; 20 Q×Kt, R—B sq; 21 Castles K R, B—Q 3; 22 P—Kt 3, P—K 4; 23 B×P, B×B; 24 Q×P ch, B—Q 3; 25 Q R—Q sq, R—B 3; 26 Q—Kt 6 ch); 20 Castles K R, R—B sq; 21 Q R—K sq]; 19 Kt×P, Q—Kt 7 ch; 20 Q—B 2.

16	B—Q 3	16 P—Q Kt 4
17	Q—K 2	17 P—Q Kt 5
18	Castles K R	18 P—K Kt 3
19	K—R sq	19 Kt×B
20	Kt×Kt	20 Q—Q Kt 3
21	Q—B 3	21 B—R 3
22	Kt×Q P	

Position after White's 22nd move:—

Kt×Q P.

BLACK (MR. ANSPACH).



WHITE (MR. DOYLE).

		22 P×Kt
23	Q—B 7 ch	23 K—Q 2
24	R—B 6	24 Q—Kt 2

And White announced mate in eight moves, commencing with 25 R—Q 6 ch, &c.

THE PROBLEM WORLD.

All communications respecting problems must be addressed to Mr. B. G. Laws, 21, Nelson Road, Stroud Green, London, N.

OUR SUI-MATE SOLUTION TOURNEY.—We make the scores of the leading solvers in this competition to be as follows: "Gibson," 138; W. H. Thompson, 136; P. L. Osborn, 132; J. J. O' Hanlon and C.

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Johnston, 126; A. C. White, 124; G. Woodcock, 123; and D.C.T., 120. There are four prizes which we shall defer distributing until next month in order that our subscribers may have an opportunity of pointing out any inaccuracy, should such exist.

ALL-IN SOLUTION TOURNEY.—Score Table :—

	Old Score. (See May.)	Old Score. (Suis.)	1589	1590	1591	1592	1593	1594	1595	1596	1597	1598	1599	1600	May Tot.	Sui-mate Tourney Totals.
§"East Marden"	95	91	3	3	3	3	2	3	3	4	2	3	3	4	131	103
‡‡A. C. White	11	117	-2	3	3	3	2	3	3	4	2	3	3	4	42	124
‡C. S. Earle	21	84					2	3	3	4	2	3	3	4	45	84
‡Chas. Johnston	237	119	3	-2	3	3	2	3	3	4	2		3	4	265	126
‡W. H. Thompson	175	124	3	3	3	3	2	3	3	4	2	3	3	4	211	136
**"Gibson"	379	131	-2	3	3	3	2	3	3	4	2		3	4	407	138
††"Beta"	314	75	-2	3	2-2						2			4	321	76
††E. W. Brook	68	32					2	3	3	4	-2	-2	3	4	83	32
††J. D. Tucker	Cancelled	55					2	3	3	4	3		3	4	22	55
†J. J. O'Hanlon	309	117	3		3	3	2	3	3	4	2		3	4	339	126
†P. L. Osborn	345	125	-2	3	3	3	2	3	3	4	2	3	3	4	378	132
†R. M. Peake	296	98	-2	3		3	2	3	3	4	-2	3	3	4	320	102
*S. H. Hall	176	102	-2	3	3	3	2	3	3	4	2	3	3	4	207	109
*Capt. G. A. Forde	356	51		3			2	3	3	4	-2	-2	3	4	374	54
*J. Y. Fullerton	131	75	-2	3	3		2	3	3	4	2	3	3	-2	153	79
*E. E. Westbury	94	103	-2	3	3	3	2	3	3	4	2	3	3	4	125	110
*G. Woodcock	61	111	3	3	3	3	2	3	3	4	-2	3	3	4	93	123
"D.C.T."	350	116	-2	3		3									354	120
A Baker	217	84	-2	3	3	3	2	3	3	4	2	3	3	4	248	91
H. S. Brandreth	194	14														
G. H. C.	228	76					2	3	3		2	3			241	76
F. Bonner Feast							2	3	3	4	2	3	3	4	24	
"Cigaro Nicotini"	78	35	-2	3			2	-2	3	4	-2				82	36
W. A. Collier			-2	3			2		3	4	2			4	16	1
T.D.	362	71					-2	-2	3	-2	2	3		-2	362	71
D. C. Gregson	19						2	3	3	4	2	3			36	
A. J. Head	161	62	-2	3		3	2	3	3	4	2	3	3	4	189	66
F. Kent	339	6					2	3	3	4	2		3		356	6
"Selbats"	268	87	-2	3	3	3	2	3	3	4	-2	3	3	4	295	94
G. Whittle	23	17	-2	3	3	3	2	3	3	4	2	3	3	4	54	24

* Previous winners. † Twice winners. †† Winners three times.
** Winners four times. ‡ Winners five times. ‡‡ Winner six times.
§ Winner seven times.

Additional solutions: problems 1593 and 1597, solved by C. B. F. Other solutions incorrect—see Answers to Correspondents.

"Gibson's" score of 407 brings him to the surface for the fourth time.

FACTS AND FANCIES.—Problem composers and solvers will be sorry to learn that the current Problem Tourney of the *Brighton Society* is the last that Dr. Hunt proposes to conduct. This is bad news for the problem world, because the genial doctor has advanced the promulgation of problem study beyond the dreams of most chess editors, and has always met with enviable success. We have not lost him yet, however, since his

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enthusiasm cannot be spent (with current objects in view), until the close of the year. Then we must hope for such a change in his determination which will enable him to indulge in his recreative fancy without encroaching upon his professional duties, which we personally know are considerable and are naturally exacting.

Our Self-mate Tourney is over "all but the shouting." We have had during the past few weeks many letters of thanks for the excellent exhibition our contributors have provided. We are delighted to find so many have such a warm appreciation of this particular art. It has brought to us sundry letters from almost forgotten correspondents, and we feel inclined to give ourselves complacent airs. Those who have dared to expostulate that the sui-mate does not interest a chessist, had better be careful what they say in the future!

One correspondent has written that the idea embodied in Mr. Heathcote's 2-er, given at page 225 last month, has been anticipated, but definite information is not forthcoming. The composer who is presumed to have "scored" the stave before Mr. Heathcote, is one quite capable of being the author of an original chord, and we shall be glad (as we know Mr. Heathcote will) to have full details. We certainly do not know the alleged pioneer version, and no one can be expected to remember what they have neither seen nor heard!

Last month we promised to quote specimens of the work of the late Dr. Adolf Bayersdorfer. We regret we cannot spare sufficient space to diagram the two subjoined problems. They are selected as being light and elegant, being a contrast to his ordinary style so far as profundity is concerned.

By Dr. A. Bayersdorfer.—8 / 8 / 4 p 1 K 1 / 2 P Kt 4 / 2 p B k Kt 2 / 8 / 3 P B 3 / 8 / Mate in three.

By Dr. A. Bayersdorfer.—2 Kt 5 / 7 p / 4 p P p 1 / K P 1 k 3 P / 4 p 3 / 2 p 1 B 3 / 2 P 1 Q 3 / 8 / Mate in three.

PROBLEM TOURNEYS.—The sixth Problem Competition for two-movers of the *Sydney Morning Herald* has resulted in the prizes being captured as follows: first, G. H. Langham (Queensland); second, J. J. O'Keefe (Kogarah, N.S.W.); third, R. Hindley (Hindmarsh, S.A.). Honorable mentions: A. F. Mackenzie (Jamaica), R. Hindley, and A. Alexandrovitch (Austria). The judge was J. J. Glynn of Ryde, N.S.W. The following is the problem by G. H. Langham:—

4 K 3 / 5 p 2 / 5 R 1 kt / 8 / 7 Kt / 2 B P k 2 p / Q 7 / 1 B 2 q 1 kt 1 / Mate in two.

The *Tidsskrift for Skak* have announced a second International Three-move Tourney (direct mates). Several positions may be sent, but each must be sent in triplicate, with usual motto and sealed envelope, and full solution. Prizes: 120, 100, 75, and 50 francs. Judges: Messrs. Blehr. Sahlberg, and Jespersen. Closing date, 15th June, 1901. Address: Monsieur A. C. Rosendahl, H.C. Lumbyegade 14, Copenhagen, Denmark,

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ENGLISH SPORTS AND PASTIMES ILLUSTRATED.

COMPILED BY J. KEEBLE.

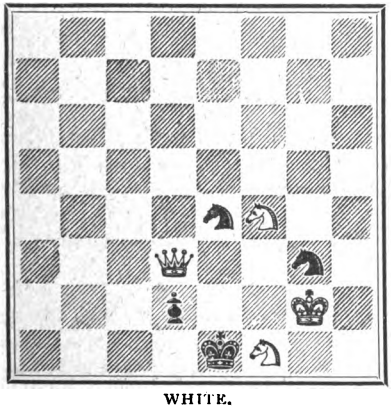
We should this month pass out of Spring and merge into Summer leaving the active and exciting season of chess for a more somnolent form of amusement. There are many who give chess in its austere character a wide berth during the months of sunshine and long days, indulging only in fitful and light spells of "careless and idle" devotion. With this view in mind we propose to place before our readers a series of chess fantasies, which at this time of the year will be entertaining and in a sense *apropos*. These curios pictorially illustrate various outdoor games and pastimes much in vogue in this country, and in a measure serve to show the versatality of chess. They have, the compiler explains, been selected from various sources, chiefly American. Mr. Keeble particularly desires us to state that he offers his apologies to some of the authors for altering the titles of their problems to answer his own purpose, and in some cases the arrangement. The illustrations will appear for the next few months, and we believe, if the problems presented are not of the highest art, they will prove to be entertaining. The artists in chess contours by means of the pieces must be allowed some latitude, and generally the positions will we consider be found to be ingenious, though probably the genius displayed may be regarded by some critics as misdirected.

No. 1.—CRICKET.

THE CRICKET BALL.

By J. KEEBLE.

BLACK.



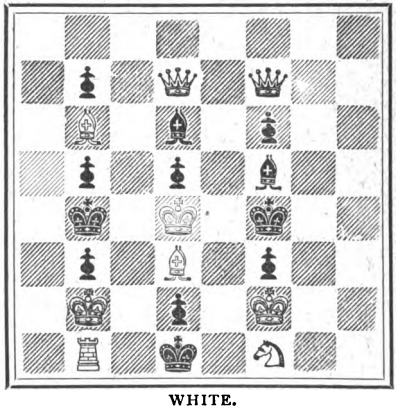
WHITE.

White mates in two moves.

THE WICKET.

By F. W. MARTINDALE.

BLACK.



WHITE.

Three problems: In each White mates in three moves.

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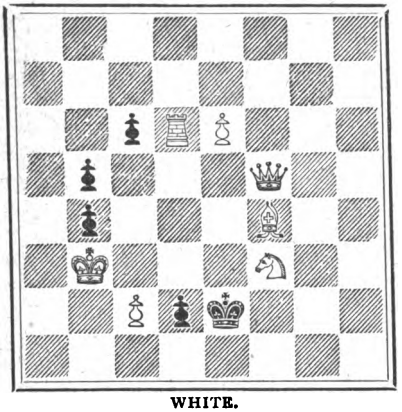
No. 2.—FOOTBALL.

THE FOOTBALL.

By T. B. ROWLAND.

BLACK.



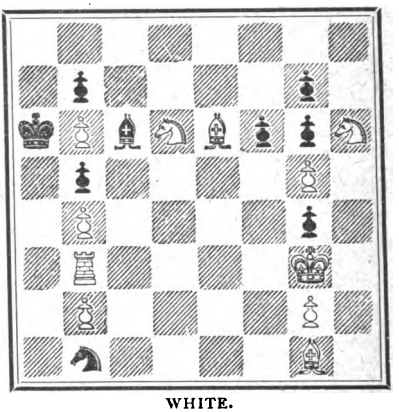
WHITE.

White mates in two moves.

THE GOAL POSTS.

By CHAS. A. GILBERG.

BLACK.



WHITE.

White mates in four moves.

ECONOMY OF THE BLACK FORCES.—The introduction of a Black piece or Pawn into a position which has *per se* no effect upon the stipulation of a problem, or is not necessary to render the structure sound and accurate, has generally been regarded a mild breach of economy. The matter has not hitherto been dealt with by a severe application of the understood rule when the case has been slight. We are afraid scores of compositions held in high esteem and some stamped by common assent as masterpieces, would be found to have their happy charms constrained if the strings of conventionality were drawn painfully taut. On analysis it will often be found that many probrems by standard authors contain Black pieces which are not requisite for accuracy and the like, and the conditions of the problem would be as well carried out without them. Naturally arises the question: Why then are they used? This cannot conveniently be answered in one breath, because their employment depends largely upon circumstances. but a Black piece or Pawn is often slipped on the board for the purpose of creating variety. This is taken as a device designed solely for the sake of effect—a legitimate resource of the composer. This being so, it becomes an interesting point as to how far advantage may be taken of such licence to sweep into the work items of interest more or less consistent with the main theme. To increase true variety in a two-mover by the addition of Black force is recognised as not only warrantable but proper Will a similar concession be granted to the pleading that an independent Black man not essential to the proposition may be used to completely illustrate the author's idea? There are cases where such a chess piece accentuates the idea, without which, possibly, the scheme would have a

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hopeless claim to even passing recognition. Is such a piece an artistic intruder or an inartistic offender? Strictly speaking, bound down by inexorable canons, it is clear no liberties should be taken; but while such a thing as poetic licence passes muster, we feel that a too rigorous exaction would tend to unduly crush imagination and enterprise. Of course there must always exist a reasonable limit, and good judgment must decide how far one can go.

Those with up-to-date knowledge of problems are aware that economy of White force is becoming more than ever not merely a *desideratum*, but a feature of paramount importance, and this quality is mainly manifested in the purity of mates. We are not dealing now with strategy, but simply those charming phases of the solution which mark with no light impression the intelligent observance of economies in construction. It is the aim of the modern composer to make as frugal a display as is possible of the White force compatible with the strategy he is mastering, and every contrived pure mate is a point of virtue, and becomes really in the entirety of the problem almost one of its cardinal features. A problem never suffers because it has pure mates, but on the contrary is enhanced by their presence. Consequently being so desirable they become really speaking constitutional parts of the author's general idea. We see this over and over again in the re-moulding by modern composers of classic pieces of strategy; the theme is admittedly historic, but the treatment gives it more *verve* as it were, and the embodiment of æsthetic grace. Therefore, if we hold that purity of mating position can be obtained by no extra reinforcements of the attacking party, it is not unreasonable that a composer should be allowed to apparently charitably strengthen the hand of the defence by adding to his numbers to gain this effective end. The additional clean mate merges itself into the author's scheme, and he is privileged to enjoin the assistance of the Black pieces to attain the object he has in view, provided as we have before hinted the indulgence is curbed by that skilful restraint endowed by experience and sound judgment.

OBITUARY.—Havana chess players particularly, and the chess world at large, has sustained an appreciable loss in the recent death of Andrés Clemente Vasquez, a player of marked ability, a fairly good composer, as well as an author and editor. Mr. Hoffer wrote of him in 1892: "He unites in an eminent degree the rare qualities of a brilliant and original practical player, problem composer, and theoretician." He has published *Enigmas, problemas y posiciones Curiosas de Ajedrez* (a collection of his own compositions and end-games), *Algunaz partidas de Ajedrez, Analisis del Juego del Ajedrez, Blackburne en la Habana, y el Cable Match, Steinitz-Tchigorin.* He also edited the monthly magazine *El Pabio Morphy* and other journals. Last year he commenced the publication of his great work, *El Ajedrez Magistral*, of which three parts have appeared. He filled the post of Mexican Consul-General at Havana. He was born in 1844, in Cuba. His chess library is reputed to contain 626 volumes, which shows an enthusiastic regard he entertained for chess study. Next month we will give selections from his compositions.

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SOLUTIONS AND CRITICISMS.

By G. S. Carr, M.A. (p. 126).—1 R—Q R 7 ch, K—Q 3; 2 R—K R 6 ch, K—K 4; 3 Kt (Kt 3)—K 2, P—Kt 6; 4 P×P, P—R 7; 5 Kt—Kt 6 ch, K—Q 4; 6 Kt—K 7 ch, K—K 4; 7 R×P, P—B 5; 8 P×P mate. A pleasing finish, but the play leading to it is easy and straight forward. Solved by T.D.

By J. Keeble (1) (page 127).—The author's solution is as follows: 1 B—B 2, P—R 4; 2 P—R 4, P—R 3; 3 Q—K 4 ch, R—Q 5; 4 R—R 2, R×Q; 5 Kt—B 4 dis. ch, K—B 6; 6 B—K sq ch, &c. If 1..., P—R 3, then 2 P—R 4 and continue as before. Unfortunately there are several other keys which will answer upon the following line: 1 Kt—B 4 dis. ch, K—B 6; 2 Kt×R, P—R 3; 3 Q—Q sq, P—R 4; 4 B—Kt 8, and wait till the Black Pawn is compelled to take R, mating. Solved by T.D., G. Whittle, and A. C. White (several solutions). No one sent in author's intention. The author was the first to intimate to us the unsoundness of his problem. He writes as follows:—"I am very sorry to find that the first of my two Sui-mate Challengers is *very much* unsound. Almost anything will do for a key provided White plays at some time or other Kt—B 4 ch, Kt×R, and Q—R 3; the Black Pawn comes down the file and takes R, giving mate. This was made nearly three years ago, and I remember having satisfied myself that this cook could not take place, and rightly so, because in the old version the Black King was made to move to *Q Kt 5*, when the Black Bishop was unpinned, and the Pawn need not take Rook. Just before I sent it to you I examined it and thought I could make a neater thing of it by bringing the Black King to K B 6, and this has been its downfall."

By J. Keeble (2) (page 127).—1 R—Q 3, P—Q 5; 2 Kt—B 5 ch, K—Q 4; 3 Q—Kt 7, K—B 5; 4 Kt—K 3 ch, P×Kt; 5 R—B 4 ch, Kt—Q 5 ch; 6 K—Q sq, &c. No solver furnished a solution to this clever sui-mate. We did not apprehend our experts would find this a very hard nut to crack, but it seems to have proved as difficult as it is pretty.

By E. Pradignat (p. 127).—1 B—B 4, B×Kt; 2 R—K 6, &c. If 1..., R×P; 2 Kt—K 6 ch, &c. If 1..., K×R; 2 Q—K 8 ch, &c. If 1..., B×B; 2 R×B ch, &c. If 1..., K—Kt 3; 2 R—K 6, &c. If 1..., B—Kt 3; 2 R—K 5 ch, &c. If 1..., others; 2 Q×B ch, &c. A very clever problem. The mainplay being especially fine. The variation after 1..., R×P is capitally introduced, and though less striking 1..., K×R and B—Kt 3 are good. The dual after 1..., K—R sq is a mere spec, but we believe there are composers who would have placed a Black Kt on this square to frustrate it, which would not be advisable in our opinion. Solved by G. Whittle, T.D., R. M. Peake, J. D. Tucker, A. C. White, G. Woodcock.

No. 1585 ("Rosamunde").—1 K—B 4, Q—B 5 ch, R—Q 4; 3 Q×R ch, &c. If 1..., Q—Q sq; 2 Q×R ch, Q×Q; 3 P—Q 4 ch, &c. If 1..., others; 2 Kt—Kt 4 ch, or R—K 3 ch acc., Q×Kt or R; 3 P—Q 4 ch, &c.

No. 1586 ("Moritŭri").—Solved in two moves by 1 Kt—K 6 ch, K—Q 4; 2 Q—K 5 ch, &c. The author's intention, which will not work, is 1 P—B 4, R—B 6; 2 Kt—K 4 ch, &c. If 1..., R×P; 2 P×P dis. ch, &c. If 1..., R—Q 4; 2 Q—Q 4 ch, &c. If 1..., R×B; 2 Kt×P ch, &c. If 1..., P—B 4; 2 Q—Q 4 ch, &c. If 1..., R—K 2; 2 Kt—K 6 ch, &c. If 1..., Kt—B 6; 2 Q—Q 4 ch, &c. This is defeated by 1..., R×Kt (K 7). A few solvers were misled into thinking 1 P—B 4 would succeed, but they overlooked an important factor. This possibly was due to solving the problem from the diagram, such mistakes can easily arise in this way, though at the same time it is excellent practice.

No. 1587 ("Move on").—1 R—Q B sq, B—Kt 7 or B 8; 2 Kt—Kt 3 ch, Kt×Kt; 3 Q—B 7 ch, &c. If 1..., B—B 3, R—R 4, or P—Kt 3; 2 Q—Q 6 ch, Q Kt×Q; 3 Kt—K 3 ch, &c. If 1..., Q—B 2 ch; 2 Q×Q ch, K—B 4; 3 Q×Kt ch, &c. If 1..., K Kt any dis ch; 2 Q—B 5 ch, Kt×Q; 3 Kt—K 3 ch, &c. If 1..., Kt—Kt 3 ch; 2 Kt×Kt ch, R×Kt; 3 Q—Q 6 ch, &c. If 1..., Q Kt—K 2; 2 Q×K Kt ch, Kt×Q; 3 Kt—K 3 ch, &c.

No. 1588 ("Festina leute").—1 P—B 3, R×B P; 2 Q—Kt 4 ch, K×Q; 3 Kt—K 3 ch, &c. If 1..., Kt (R 3)×P; 2 Q—K 6 ch, Kt×Q; 3 Kt×R ch, &c. If 1..., Kt (Q 4) moves; 2 Q—Q 5 ch, Kt×Q; 3 Kt×R ch, &c. If 1..., P×P; 2 P—Kt 4 ch, K—K 5; 3 Q×Kt ch, &c. If 1..., R—Q 6 or R×Kt P; 2 P×P ch, K×P; 3 B×R or Q×Kt ch acc., &c. If 1..., Kt—Kt sq; 2 P—B 8 (Q or B) ch, Kt—Q 2; 3 Kt×K ch, &c.

By F. Libby (p. 172).—1 B—Kt 4, &c. A very clever arrangement of the idea

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prescribed. It is really surprising that it is free from flaws. The White Pawn at Q Kt 6 is hardly wanted, but the author would doubtless argue it was a matter of taste. Solved by R. M. Peake, G. Woodcock, G. Whittle, A. C. White.

By Mrs. W. J. Baird (p. 172) —1 R—Kt 7, &c.

By J. E. Herbert (p. 172).—1 R—Kt 3, &c.

By R. Collinson (p. 172).—1 R—Kt 3, &c.

These three problems can be considered in the same class as they are constructed upon a common plan. There are differences, but not such as to make much impression upon a solver. Were it not for the unpleasant duals in Mr. Herbert's problem we should prefer his version. It is a pity the moving piece in these positions is *en prise*; this fact spoils somewhat the point of the key. All solved by R. M. Peake, G. Woodcock, G. Whittle, A. C. White, T.D.

By G. Heathcote (p. 172).—1 R—B 2, &c. This is an ingenious rendering of the unpinning idea. It has the same number of mates as the first prize problem, but White's force is heavy, though the problem itself is not unduly burdened with pieces. Solved by R. M. Peake, G. Woodcock, G. Whittle, A. C. White, T.D.

By A. F. Mackenzie (p. 174).—1 Q—Kt 3, R×Q; 2 R—B 7, &c. If 1..., R—B 5; 2 Q×P ch, &c. If 1..., R×B; 2 R×Kt P, &c. Of course the weakest point of this problem is the key move threatening immediate mate. It is a long time since we saw such a key move to a 3-er by Mr. Mackenzie. However, he is certainly justified in the key by the enjoyable combination he has given us. The sacrifices of the Queen are nice and brilliant. Although not difficult to detect the author's main intentions, the variation after 1 .., R×B is puzzling. Solved by R. M. Peake, G. Woodcock, G. Whittle, A. C. White, T.D.

By A. C. White (p. 174).—1 B—Kt 5, &c. We do not remember a problem where the first move places the White Queen *en prise* to three pieces without herself moving. The problem was composed simply to illustrate the additional freedom idea, and is not expected to be classed with ordinary compositions. Solved by R. M. Peake, G. Woodcock, G. Whittle, T.D.

By W. Finlayson (p. 174).—1 Q—R 3, K—Q 5; 2 K—K 7, K—Q 4 [If 2..., K—K 4 or 5; 3 R—B 4, &c.]; 3 Q—R 4, &c. If 1..., K—K 4; 2 Q—Kt 4, K—Q 4 [If 2..., K—B 3; 3 R—K sq, &c. If 2..., K—Q 3; 3 Q—R 5, &c.]; 3 K—K 7. If 1..., K—Q 4; 2 K—K 7, K—Q 5 [If 1..., K—K 4 or 5; 3 R—B 4, &c.]; 3 K—K 6, &c. If 1..., K—B 5; 2 K—K 7, K—Kt 4 [If 2..., others; 3 R—B 4, &c.]; 3 R—K B sq, &c. There is more freedom given to Black here than in "Simplicissimus," and it contains other features. Mr. Finlayson certainly deserves much credit for this excellent little 4-er. Had its existence been known to the judges, "Simplicissimus" would have been treated like a bad coin. Solved by G. Woodcock, A. C. White.

By F. M. Teed (p. 175), given as by "Anonymous."—1 K—R 3, P—K 5; 2 Kt—B 7, K×P; 3 Kt—K 5 dbl. ch, &c. A delicately posed setting of an old classic, the mating positions are quite artistic, and the solution itself pretty. Solved by R. M. Peake, G. Woodcock, G. Whittle, A. C. White, T.D.

By O. Wurzburg (p. 175).—1 B—R 4, B—R 4, Q 7, K 8, or P×Kt; 2 R—Q Kt 6, B 4, B 2, or Q 6 accordingly, &c. If 1..., B—B 6; 2 K—K 7, &c. If 1..., B—Kt 6, B 7, or Q 8; 2 R—K 6, B 5, or B 3 accordingly, &c. If 1..., P—R 4; 2 R—K R 6, &c. Of its particular kind this is doubtless fine, those who know the works of the composers of Grand Rapids will recognise this is as from that district, it is quite American in style. Recurring themes seem to have a great fascination "over yonder." The White Knight might be dispensed with in favour of a Pawn, but some of our American friends defy straight laced conventionalities, and break the golden rules of construction whenever they fancy. Solved by R. M. Peake, G. Woodcock, G. Whittle, A. C. White.

No. 1589 ("Well, after all——").—The author's intention is shown in the following variation: 1 B—Kt sq, Kt×B; 2 Q—R 6 ch, K—K 4; 3 R—Q 5 ch, &c. But it will not work after 1..., K P×P, because if (as designed) 2 B—Q 2 ch, Kt—K 6.

No. 1590 ("The Wild Flower").—1 Q—R 8, P×Kt (B 6); 2 Q—Q 4 ch, K×Q; 3 K×P dis. ch, &c. If 1..., Q—R 5; 2 Kt (B 6)—Kt 4 ch. Kt×Kt; 3 K—K 8 dis. ch, &c. If 1..., P×Kt (R 6); 2 P—B 4 ch, K—B 4; 3 Q—B 8 ch, &c. If 1..., any other, B×Kt ch, R×B (best); 3 Q—K 5 ch, &c.

No. 1591 ("Into the jaws of death").—1 B—Q 3, B×R; 2 K×P dis. ch, K×P; 3 K—Q 5 dis. ch, &c. If 1..., B×B or B—B 3; 2 Kt—R 7 ch, R×Kt; 3 Q—R 5 ch, &c. If 1 .., P—Kt 6; 2 Q×P ch, K—B 4 dis. ch; 3 Q—B 4 ch, &c. If 1..., R—K sq; 2 Kt—R 7 ch, &c. If 1 . , any other; 2 Kt×K P ch, K—B 4; 3 Q—B 4 ch, &c.

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No. 1592 ("Double entente").—1 Kt—Q 8, R × R or R—Q 3; 2 R—K 5 ch, B × R; 3 K—Q 2 dis. ch, &c. If 1..., Kt—Q 3; 2 B—B 6 dis. ch, R or B × R; 3 K × Kt dis. ch. If 1..., R—Q 4, &c. 2 B—R 4 dis. ch, B × R; 3 Q—K 6 ch, &c.

No. 1593, by Mrs. Baird.—1 Kt—B 5, &c. A pretty idea. It is a pity the Kt at R 7 is wanted, since it certainly destroys to some extent the artistic value of the principal mate.

No. 1594, by Mrs. Baird.—1 Kt—Q 7, K—B 3; 2 Q—B 8 ch, &c. If 1..., K—K 3; 2 Q—K 8 ch, &c. If 1..., K—K 5; 2 Q—R 8 ch, &c. If 1..., any other; 2 Kt—B 6 ch, &c. A fair key but easy, because it brings the Queen into better play. The Knight at R 2 is not required for much, and we would sooner have seen Pawns used. The White Pawn at Q Kt 4 cannot be considered an improvement to the position. This problem is below Mrs. Baird's best form.

No. 1595, by Mrs. Baird.—1 Kt—Q 7, K × Kt; 2 Q—Q 3, &c. If 1..., K—B 3; 2 Kt—Q 8 ch, &c. If 1..., K—B 5; 2 Q—K 4 ch, &c. If 1..., any other; 2 Q—Q 3 ch, &c. A nice little problem, much better than the preceding three-er. The key is good, and the mates clean.

No. 1596, by Mrs. Baird.—1 B—Kt 2, K × B P; 2 K—K 3, K—Q 4; 3 P—B 4 ch, &c. If 1..., K × K P; 2 P—B 4 ch, K—B 4; 3 Kt—K 4, &c. A neat key move, but on the whole rather easy. The Pawns on the K and Q R files show plainly the directions in which the Black King will travel. One expects to see purity in the mates in a position such as this, and the solver meets with a little disappointment.

No. 1597, by A. C. White.—1 R—Q R 5, &c. This has proved a very deceptive problem. It has some capital tries, notably 1 B—B 3, K—K R 5 and R—Q B 5. There are a few duals, but altogether it is a clever 2-er. It is a long time since we have met with a 2-er which has led so many solvers astray.

No. 1598, by G. E. Carpenter.—1 Kt—Kt 3, P × Kt P; 2 Q—Q sq, &c. If 1..., P × R P; 2 Q—B 4 ch, &c. If 1, B or P—Q 3; 2 Q—B 3 ch, &c. If 1..., any other; 2 Kt—B 5, &c. A difficult problem containing an interesting idea. The Pawns are awkwardly distributed on the board, but they all seem to be very useful.

No. 1599, by G. H. Clutsam —1 Q—R sq, K × P; 2 Kt—K 7 ch, &c. If 1..., B × P; 2 B—R 3 ch, &c. If 1..., B—K 3 or P—Q 5; 2 Q—Q 4 ch, &c. If 1..., any other; 2 Q—K B sq, &c. This is not in this author's best style; in the main play the White Rook takes a poor part, and the variations are not special.

No. 1600 (incorrectly numbered 1560), by W. Finlayson.—1 Kt—B 5, B—B 3; 2 Q—K 5, R × Q [If 2..., B × Q; 3 Kt × P, &c. If 1..., Kt—B 3; 2 Kt—Q 4, &c.]; 3 Kt—Q 4, &c. If 1..., R—Q 2; 2 Kt × P, R—Q 8 ch; 3 R × R, &c. If 1..., Kt—B 3; 2 Q—B 7, R × Q [If 2..., K—K 4; 3 Kt—Q 4, &c. If 2..., B—B 3; 3 Q × Kt, &c.]; 3 Kt × P, &c. If 1..., any other; 2 Kt—Q 4, &c. Rather an old-fashioned style of problem, which relies upon a deep main play. Here the idea is also old but pretty. It is a pity the White Rook is used, as it does not come into the play much.

ANSWERS TO CORRESPONDENTS

E.E.W. (Birmingham).—We note your request respecting the three-mover and four-move Sui. We have also an eight-move self-mate of yours; do you desire this to be cancelled. There is rather too much of the checking.

C.S.E.—Thanks for the trouble you have taken to put us right.

G.W. (Buckingham Gate).—We were pleased to make the necessary alteration and regret the misprint.

W.A.C. (Chelsea).—We will report upon your problems next month. It is better to diagram positions sent, as it saves us the trouble of placing on the board for a preliminary examination.

SEVERAL SOLVERS.—In problem No. 1593, 1 Kt—B 6 fails on account of 1..., Kt—B 7. In No. 1597, 1 B—Q B 3, R—Q B 5, and K—R 5 are met by 1..., Q—B sq or Q—K B 6 respectively. No. 1598, 1 Kt—B 5 is useless against 1..., P—K R 4, followed by 2..., P—B 4, if 2 Kt—Kt 3.

E.W.W. and A.C.W.—Thanks for problems, which shall have due attention.

T.D.—In reference to problem 1577, those solvers who pointed out that this is an impossible position are entitled to three points, and another three points for demonstrating that it has no solution. Solvers who made no reference to the problem naturally cannot claim marks. Sorry to see you have missed fire in so many of the April problems.

C.F.B.—In 1596, try 1..., K—Q 5 in reply to 1 P—B 4 ch. In 1600, 1 Q—Kt 2 is met by 1..., P—K 7; 2 Q—Q 5, R—R 4.

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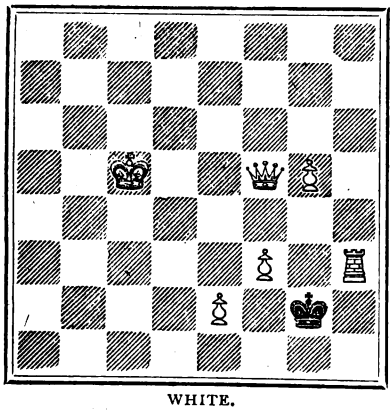
PROBLEMS.

Dedicated with cordiality to B. G. Laws.

No. 1605.
By PHILIP H. WILLIAMS,
Hampstead.

BLACK.



WHITE.

White mates in three moves.

No. 1606.
By PHILIP H. WILLIAMS.

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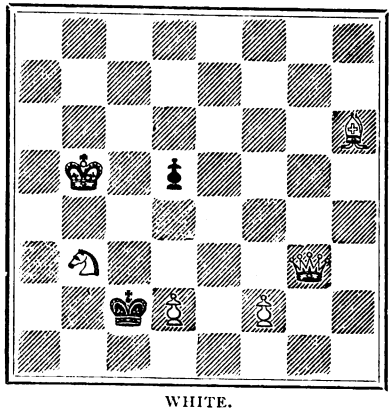

WHITE.

White mates in three moves.

No. 1607.
By PHILIP H. WILLIAMS.

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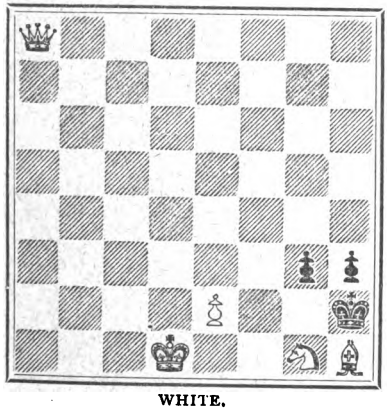

WHITE.

White mates in three moves.

No. 1608.
By PHILIP H. WILLIAMS.

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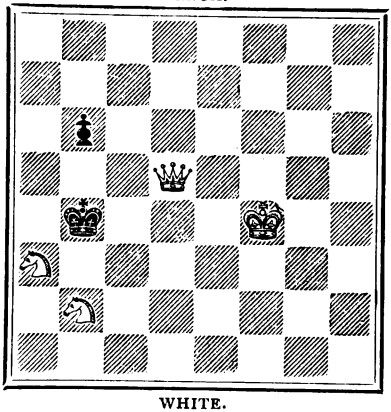

WHITE.

White mates in three moves.

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PROBLEMS.

No. 1609.

By W. H. THOMPSON, Gibraltar.

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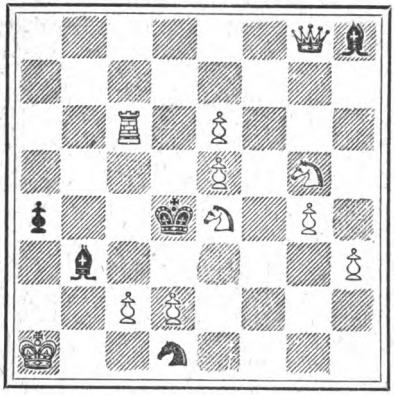

WHITE.

White mates in three moves.

No. 1610.

By GEO. J. SLATER, Bolton.

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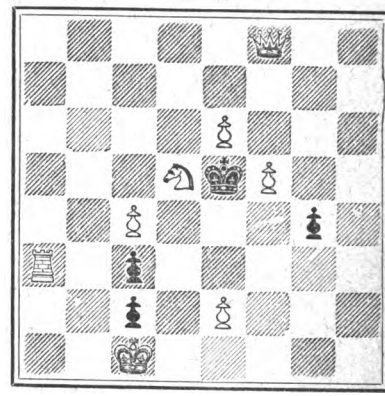

WHITE.

White mates in three moves.

No. 1611.

By G. E. CARPENTER, Tarrytown, U.S.A.

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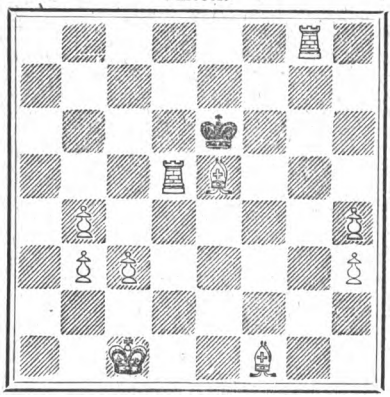

WHITE.

White mates in four moves.

No. 1612.

By W. A. SHINKMAN, Grand Rapids.

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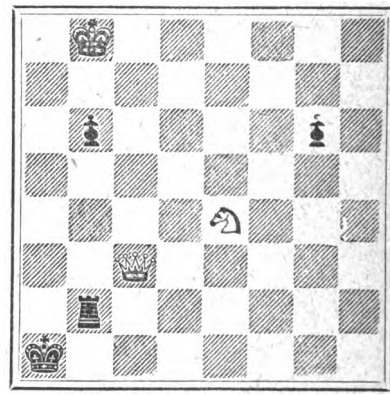

WHITE.

White mates in four moves.

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BRITISH CHESS MAGAZINE.

JULY. 1901.

SOME ADVICE TO A YOUNG PLAYER.

(Continued from page 233.)

GAMES at odds are now not so much in favour as formerly, and many young players seem to consider the offer of handicap terms as a slight upon their powers. It used to be said that every chess player believed himself to be Pawn and move stronger than he actually was, but I think of late years many players are under the impression that they play a Knight above their real strength, as they decline to receive odds—preferring (what they term) "the even game." Now permit me to recommend you to put away any such nonsense as this, and if you are offered odds, accept the offer and do your best to win. In the so-called "even game," you may occasionally gratify your vanity by snatching a win from a man who is three classes above you, but you may depend upon it that either he has taken some liberty overrating your weakness, or he has played in a perfunctory fashion, with small interest in the game. On the other hand, if you are a good match or even a shade superior at the odds given, you will learn more of the "hidden pulse" of the strong player's thinking machine, and this will greatly tend to your improvement.

When you are given a board in a club match, you will probably have to time your moves. As I have noticed that young players, as a rule, manage their clocks with more adroitness than their elders, I will say little on this subject. If you are a slow player husband your time, not wasting it in analysing unlikely variations; if a quick one, never make a move on the spur of the moment. Anyway try to contrive to have to spare a few minutes as your clock draws near to indicating the expiration of your first hour, as many games reach their most complicated stage about the 20th move, which is the usual allowance in club matches. In your rate of play in ordinary games try to avoid extremes; a very slow player is seldom an interesting opponent, whilst too rapid moving is not conducive to good chess. Temperament, or rather facility of judgment, of course varies in men, but habit can do much in youth-time to produce a happy medium in the rate of making moves.

It is a most excellent exercise to play over afterwards, and alone, any interesting game you have lost, and to study to find out where you went astray or by what combination of moves your antagonist was enabled to

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gain his advantage. In addition to being a fine chess lesson, this practice will soon enable you to remember games and positions with facility. This is the blindfold faculty, which though it may be born in some few, is greatly amenable to cultivation in most men. Some players seem quite unable to set up any position with accuracy, whilst others will carry the memory of the moves of some special game for weeks. I once reminded Mr. Blackburne of a pretty game he had played *sans voir*. He remembered it perfectly, and repeated with great rapidity the first ten or twelve moves thereof. This was in 1887, and the only remarkable part of this little anecdote is that the game was one which the Master had played—and lost—in 1875.

One often sees a young player continue to shuffle his pieces about in a hopeless position, and with perhaps a piece or two to the bad. "A good man struggling with adversity is a sight for the gods," we know; and to fight an uphill game with a stout heart is certainly an admirable proceeding, but there comes a time when to continue the game is to needlessly irritate an opponent. There are various ways of resigning the game; there is the Homeric method of the Royal chess player, who broke the board across his victor's skull; the humorous one, suggested by Staunton, in which you look your opponent in the face, turn the board round so that his pieces are on your side, and announce mate. There is also the petulant way, which is to get up and walk out of the room without saying a word; but as a litttle experience will teach you when, so will a little good feeling teach you how to resign a lost game.

As I have already said, one advantage of club play is that you meet players of all grades of strength and of various styles of conducting their operations. You will also come across opponents who in the course of their play exhibit various peculiarities of manner—harmless for the most part, but occasionally of a disturbing, or even exasperating nature. It is even likely that you, yourself, not being an automaton may develop little mannerisms when immersed in your calculations, and so long as they are not objectionable to other people, there can be little said against them.

Twiddling a pawn, puckering your brows, a soft crooning (whistling passes muster in some clubs), or a little good natured badinage will not injure your popularity, and gentle moans and sighs, with a difficulty in keeping your pipe alight, are excusable when in an embarrassing position. Bursting (with a good attack) into jubilant song, banging the pieces down violently, and beating a tattoo on the edge of the board, are examples of habits of the disturbing variety, and upon the whole it may be perhaps better not to cultivate them. But as to the tricks of fingering your pieces, and above all taking back moves once made, if you give way to these, you will never make a smart chess player nor a desirable opponent.

Keep your hands away from the board until you have fully decided upon your move, and then make it without hesitation. If you have touched a piece with intent to move it, move that piece even if it costs the game; if the position be interesting you can afterwards (either with or without the co-operation of your opponent) examine the effect of the reconsidered move.

Reversely, with regard to allowing your opponent to take back a move I feel scarcely qualified to offer an opinion, as my own practice has always

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erred on the side of laxity. Anyhow, if you allow the irregularity to pass you are always entitled to consider (in the recesses of your own mind) the game as a win. This, of course, refers to ordinary practice; in tournament games your duty to other competitors, and in club matches your duty towards your club, demands that you exact the full penalty for any infringement of the laws by your opponent.

In a chess club the unpardonable sin is committed when a bystander (in the hearing of the players) makes a remark bearing on the play of a *match* game in progress; and merely to draw your attention to this fact I am sure will be sufficient. You will probably (like many others have done) pass through the various stages of the "chess fever"; you will doubtless recover and be none the worse for the attack—and my final word to you is—Do not allow chess (or for the matter of that any game) to obtain such mastery over you as to cause you to neglect duties of higher importance. In the words of the late Alderman Thomas Avery, of Birmingham—a wise man and a good chess player—"Chess is the instructor of youth, the comfort of middle age, and the delight of old age. But let chess occupy its proper place, for I have known fortunes lost by too much time devoted to it. Chess affords amusement, pleasure, solace, and instruction, but it is not the business of life."

F.P.W.

In reply to C.E.K., Mudford.—After 1 P—K 4, P—K 4; 2 Kt—K B 3, Kt—Q B 3; 3 B—Kt 5, Kt—B 3; 4 Castles, Kt × P; 5 R—K sq, Kt—Q 3; 6 Kt—B 3, Kt × B; 7 Kt × P, Q Kt × Kt; 8 R × Kt ch, B—K 2; 9 Kt—Q 5, Black now played P—Q 3 (by no means a bad move) and won. After 10 R × B ch, K—B sq, you might retire the R to K sq with equal forces, and certainly some advantage in position. Of course if 10..., Q × R; 11 Kt × Q, K × Kt, you at once gain material by 12 Q—K 2 ch. Or if you should be in a more aggressive mood, you might try after ... K—B sq, 11 P—Q 4, followed by B—K Kt 5; rather dangerous, but still with some possibilities for brilliant attack.

THE KING'S GAMBIT.

Mr. S. Passmore, of London, has sent us the following analysis of the novel continuation 3 Kt—K R 3, suggested by M. Eisenberg, of Odessa (see page 229). The play submitted by Mr. Passmore tends to demonstrate that the defence may be so greatly improved upon in each of the main variations as to leave Black with an unquestionable advantage.

	WHITE.		BLACK.
1	P—K 4	1	P—K 4
2	P—K B 4	2	P × P
3	Kt—K R 3	3	Q—R 5 ch (best)
4	Kt—B 2	4	Kt—K B 3

In M. Eisenberg's analysis there are two leading lines of play given for White at this point, viz., 5 Kt—B 3 or 5 B—B 4.

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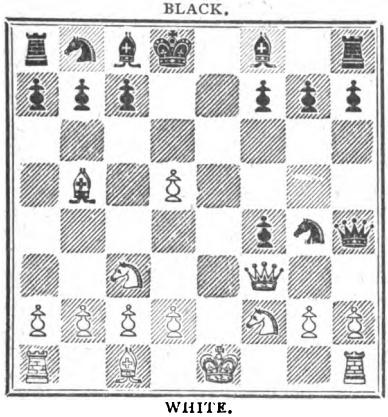
5	Kt—B 3	5 P—Q 4
6	P × P	6 Kt—Kt 5
7	B—Kt 5 ch	7 K—Q sq !

Much stronger than 7..., P—Q B 3. White must now play either (*a*) 8 Q—B 3, or (*b*) Kt—K 4, or (*c*) Q—K 2, neither of which will be found to be satisfactory.

Position after Black's 7th move :—
K—Q sq !.

BLACK.



WHITE.

(*a*)

8	Q—B 3	8 B—Q B 4
9	Kt—K 4	9 B × Kt ch
10	Kt × B	10 Kt × R P
11	Q—Q B 3	11 B—Kt 5

Threatening Q—K 2 ch.

12	R × Kt !	12 Q × R
13	Kt × B	13 Q—Kt 8 ch
14	K—K 2	14 Q × P ch
15	Kt—B 2	15 P—Q R 3

And Black wins easily.

(*b*)

8	Kt—K 4	8 B—K B 4 !
9	P—Q 4	9 B—Q 3,

followed by 10..., B × Kt, which wins a Pawn at least.

If in this variation White plays 9 P—K R 3, B × Kt; 10 P × Kt, Q—Kt 6, with advantage.

(*c*) 8 Q—K 2 is obviously bad. Black replies with

		8 B—Q B 4
9	Kt—K 4	9 B × Kt ch
10	Kt × B	10 P—Q R 3,

winning a piece.

The other variation, viz., 5 B—B 4, is hardly more favourable to the first player, *e.g.*,—

5	B—B 4	5 P—Q 4 !

Not Kt × P, as given in M. Eisenberg's analysis.

6	P × P	6 B—Q 3

A strong move, preparing to Castle and at the same time preventing White from doing so. 7 Q—K 2 ch, or 7 B—Kt 5 ch, would be effectively answered by K—Q sq, and 7 Q—B 3 would be useless because of B—K Kt 5. White has also to guard against Kt—Kt 5, and seems to have nothing better than—

7	P—K R 3	7 Castles
8	Q—B 3	

To prevent P—B 6.

8 B—K B 4

And Black has much the better game.

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THE GLEDHILL ATTACK AGAINST THE FRENCH DEFENCE.

WE have much pleasure in placing before our readers what we believe to be a new and interesting line of attack against the French Defence. The analyst to whom credit for the new attack must be given is Mr. Walter Gledhill, of the Leeds and Harrogate Clubs; assisted by Mr. R. S. Sumner, late of Ilkley, and until recently secretary of the Leeds Club, but now resident in Wiltshire. We have submitted the analysis to Doctor Lasker, whose comments are appended to the tabulated variations below.

In reply to our question, 'What gave you the idea of this attack?' Mr. Gledhill writes:—

"The story of the "idea" is simple. After losing a game to Mr. D. B. Kitchin (then of Harrogate), who had defended with a 'French,' I examined the opening carefully, and came to the conclusions eventually:—

1.—That 5 *P—B 4* is not good, the White Q B being at home.

2.—That the weak state of Black's K wing invites the entry of White's Q, which cannot be dislodged without causing a serious breach in Black's defences.

3.—That 5 *Q—Kt 4* permits such a rapid development of White's remaining forces that the loss of a Pawn may well be risked.

The analysis given does not show, probably, a tithe of the ground covered in the course of my investigation. Its aim may therefore be said to be suggestive rather than conclusive, as Dr. Lasker implies in his concluding note."

1 P—K 4, P—K 3; 2 P—Q 4, P—Q 4; 3 Kt—Q B 3, Kt—K B 3; 4 P—K 5, K Kt—Q 2; 5 *Q—Kt 4* (1), P—Q B 4!; 6 Kt—B 3.

	Column I.	Column II.	Column III.	Column IV.	Column V.
6	P × P			Kt—Q B 3	P × P
	K Kt × P			B—K 3 (*b*)	K Kt × P
7	Kt × P			Q—Kt 3	Kt × P
	Q—Kt 3			B—Q Kt 5	Q—Kt 3
8	Q Kt—B 3			P—Q R 3 (*c*)	Kt—Kt 3
	B—Q Kt 5			B × Kt	K Kt—Kt 5
9	B—Q 2 (2)		P—Q R 3	Q × P	Kt—R 3 (*d*)
	B × Kt		B—K B 4	B × Kt +	P—K R 4 (3)
10	Kt × B		B—Q 2	B × B	
	K Kt—Kt 5		B × K Kt	K—Q 2!	
11	R—B sq		Kt × B		

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12	B—B 4 / Q—Kt 3			12	Q × Kt / B × B
13	B—B 7 / Q—B 4	13	—— / Q—R 3	13	Kt × B / P × Kt (4)
14	B—Q 6 / Q—Kt 3	14	Castles Q R / Kt—Kt 5	14	Kt × P / Q—R 4 +
15	B × B / K × B	15	Kt—Q 6 + / B × Kt	15	Kt—B 3 / ——
16	Q—Q 6 + / K—K sq	16	B × B / Kt × P		
17	Castles Q R / P—Q R 3 (*a*)	17	Kt × Kt / Q × Kt		
18	Kt × P / K P × Kt	18	Q—Kt 5 / ——		
19	K R—K sq + / B—K 3				
20	R × B + / P × R				
21	Q × P + / K—B sq				
22	Q—B 5 + / K—K 2				
23	R—K sq + / ——				

(*a*) If 17..., Q × P; 18 K R—K sq, P—Q 5 !; 19 Kt—K 4, Q—R 5; 20 Kt × Q P, Kt × Kt; 21 Q × Kt.

(*b*) Or 7 B—Q Kt 5, P—Q R 3; 8 B × Kt. If 7..., Kt—Kt 5; 8 B—R 4.

(*c*) If 8..., P—K R 4; 9 Q—B 4.

(*d*) If 9..., P—K 4; 10 Kt × Q P.

NOTES BY DOCTOR LASKER.

(1) An ingenious attack, full of possibilities.

(2) 9..., P—K B 3 should be taken into account; if then 10 P—K B 4, K—B 2.

(3) Here the game might go on 10..., B—K 2; 11 P—Q 5, Kt—R 5; 12 Q × P, B—B 3; 13 Q—Kt 4, P—K 4.

(4) The table is not exhaustive, but gives what theoretical novelties ought to give—Valuable hints.

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Mr. Gledhill sends us the two following illustrative games, and we shall be glad if some of our readers will test the new attack in match play, and send the results for publication.

GAME No. 2,042.

Played at Harrogate.

French Defence.

WHITE.	BLACK.		
1 P—K 4	1 P—K 3	11 B—K 3	11 B—K 3
2 P—Q 4	2 P—Q 4	12 B—Q B 4	12 Q—R 4
3 Kt—Q B 3	3 Kt—K B 3	13 B × P	13 B × B
4 P—K 5	4 K Kt—Q 2	14 R × B	14 Q × R P
5 Q—Kt 4	5 P—Q B 4	15 Kt—Q B 3	15 Q—R 4
6 P × P	6 Kt × K P	16 Q—Kt 4	16 R—Q sq
7 Q—Kt 3	7 Q Kt—B 3	17 R × R ch	17 Q × R
8 B—K B 4	8 Kt—Kt 3	18 Kt—K B 3	18 P—K B 3
9 Castles	9 P—Q R 3	19 R—Q sq	19 Q—B 2
10 Kt—K 4	10 P—K 4	20 Kt—Q 5	20 Q—Q sq
		21 Kt × B P ch	21 Resigns.

GAME No. 2,043.

Played by Correspondence.

French Defence.

WHITE.	BLACK.		
1 P—K 4	1 P—K 3	15 Kt—Kt 3	15 Kt × P
2 P—Q 4	2 P—Q 4	16 Kt × Kt	16 B × Kt
3 Kt—Q B 3	3 Kt—K B 3	17 B—B 5	17 B—Kt 4
4 P—K 5	4 K Kt—Q 2	18 P—Kt 4	18 Q—B 3
5 Q—Kt 4	5 P—Q B 4	19 R × P	19 B × Kt
6 Kt—B 3	6 Kt—Q B 3	20 Q × B	20 K R—Kt sq
7 P × P	7 Kt × B P	21 R (Q 5)—K 5	21 B—Q 2
8 B—K 3	8 P—K Kt 3	22 B—Q 4	22 Q—Q sq
9 B—Q Kt 5	9 B—Q 2	23 P—Q B 3	23 R—B 3
10 Castles	10 P—Q R 3	24 R—K R 5	24 B—B sq
11 B × Q Kt	11 B × B	25 R × K R P	25 Q—Q 4
12 K R—K sq	12 R—B sq	26 Q—R 4	26 P—Kt 3
13 Q R—Q sq	13 Kt—Q 2	27 R—R 8	27 R × R
14 Kt—K 2	14 B—Kt 2	28 Q × R ch	28 K—Q 2
		29 Q—B 8	29 Resigns.

CHESS LITERATURE.

THE vivacity of chess in Russia has given rise to the *Schachmatnoe Obozrenye* or *Chess Review*, which, however, is not a new publication, but the revival of one which commenced in 1891, under the title of the Chequered-board (Schaschechitsa),

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under the control of Messrs. Bobroff and Sargin. It altered its name to *Chess Review* in 1892 and 1893, and then suspended. It is now published and edited by P. P. Bobroff, at Moscow, 1 Myehshanskaya, Dom Morozoff. The first number is very good indeed, though it is dated January and appears in April. On the cover is an illustration in half-tone of Tchigorin and Schiffers at the chess table, with their autographs appended. A. N. Chardin gives a little article on the 2..., P — K 4 method of declension of the Queen's Gambit. Correspondence tournaments of ten players, at 10 roubles entrance fee (20/-) are announced, in which no restriction as to nationality is made. Portraits of D. Janowski and William Steinitz are given, while games and problems not only illustrate the news from all quarters, but are given in the regular game and problem departments. Altogether the *Pussian Chess Review* deserves success.

"THE CHESS DIGEST," by Mordecai Morgan, Philadelphia. Patterson & White Co., 1901.

THIS is the first volume of a book of reference to the chess openings, and the most splendid and complete work of the kind that has ever been published, which must have cost its compiler years of unwearied research and hard labour. Its object is not, as in other treatises on the openings, to present an analysis of each of them in turn, with foot-notes containing variations; but to give in the mainplay all the principal variations of each opening, illustrated and supported by games actually played by competent and well-known experts in tourneys, and matches, and correspondence games in recent years, dating from about 1880 to the present time. These games are only in some instances carried out to a conclusion; the large majority being cut short at points where a win or a draw for either side, or at any rate a decisive result can be demonstrated satisfactorily. The great value of the work, however, consists in the references as to where these illustrative games may be found. The author is clearly a man of wide chess knowledge, and the list which he gives of his library shows how large are his resources for obtaining that knowledge, and his book how amply he has used them. There will be in the work no less than 15,000 games to which he refers, and of which he gives at least the opening moves. In each case there is chapter and verse as to where and when the game was played, with the date, and names of the players, and in what periodical it was published. Six openings are dealt with in this first volume: the Ruy Lopez, the Four Knights Game, the Three Knights' Game, the Two Knights' Defence, the Giuoco Piano, and the Scotch Gambit, each of which is preceded by an index of diagrams, containing the positions from which the several lines of play illustrated by the games depart, so that the various continuations can be found at once. The book is an imperial quarto, bound in cloth, and beautifully printed on excellent paper, but we are unable to give the price. It is, however, well worth whatever in reason may be charged for it, and we shall eagerly await the production of the completing volumes.

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OBITUARY.

IT is our painful duty to record the death of Herr von Minckwitz, by his own hand. For a long time past his mental condition has been such as to cause the greatest anxiety to his friends, but for some reason or other he seems not to have been placed under control, and the "eccentricities" which had been noticed developed suddenly into suicidal mania, whereof the end came by his stepping in front of an electric car near Biebrich.

Herr v. Minckwitz was born at Leipsic in 1843, and was taught chess by his father. Like many other enthusiasts, he began by studying, and then composing problems, and in this art he achieved so much success that he obtained prizes in various problem competitions. He then devoted his attention to the practice of the game, and rapidly came to the front as a first-class player, so that in the Hamburg Tourney of 1869 he divided the first three prizes with Schallopp and Zukertort. In the same year he won the second prize at Barmen, in the West German Association Congress, and at Crefeld, in 1871, he tied with Anderssen and L. Paulsen for the chief honours. The last time when he distinguished himself was in 1880, by winning the second prize at Gratz, and the fifth at Brunswick. Since then his nervous affection increased, and though he competed in several important tourneys, it was without success. His last entry was at Leipsic, in 1894, when he withdrew at the beginning of the contest. The present writer saw him for the first and last time at the Hastings Tourney of 1896, and thought him looking very strange. He came there to compete, but was too late. Herr v. Minckwitz did good work for chess in former years as a writer. He was for a long time editor of the German *Schachzeitung* and of the chess column in the Leipsic *Illustrite Zeitung*. He published also many books of the German Congresses, and several smaller works on the game.

CORRESPONDENCE.

MATCH: NORFOLK v. ESSEX.

TO THE EDITOR OF THE *B.C.M.*

SIR,

Permit me, as the responsible official, to say in answer to Mr. Nicholls' letter appearing on page 250 of the June number, that the inclusion of Mr. Nicholls' name in the Norfolk team against Essex was in no way an error. The withdrawal of his promise to play having been made only on the eve of the match; and even then in such vague terms as to lead us to hope that he would after all play for us in the match.

Faithfully yours,

G. A. KOEK, *Hon. Sec.*

Norfolk and Norwich Chess Association,
Dove Street, Norwich, *12th June*, 1901.

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A new chess club has been founded at Rennes, the capital of Brittany.

Match: Southampton *v.* Bournemouth.—Teams of nine a-side, representing these clubs, met on June 8th, at Bournemouth, the last named club winning by $6\frac{1}{2}$ to $4\frac{1}{2}$ Two games were played at boards 4 and 7.

A Correction —At page 242 of our last issue, in a report of the doings of the members of the Liverpool Club on match tour, we unfortunately transposed the records made against Oxford and Cambridge. The Cantabs were defeated by 6 to 5, and not by 7 to 3 as stated.

Pillsbury National Correspondence Association.—We have just received from the secretary, Mr. S. F. Barnett, an official bulletin (June 5th) giving the full results to date of all competitions now in progress. Reports are given of the first, second, third, and fourth tournaments, and then follow details of the Twentieth Century Tournament, with 175 competitors, in which play in the semi-final stage will begin during the coming Autumn. The Association is evidently in a most flourishing condition.

Match: Scotland *v.* Northern Counties Union.—The six positions left from the above match have been adjudicated by Mr. H. E. Atkins, of Leicester, who awards Scotland a win at board 24, and gives the remaining five as draws.

SCOTLAND.		NORTH OF ENGLAND.	
Previous score	13	Previous score	6
Mr. J. Crum, Glasgow	½	Dr. Hall, Cumberland	½
Mr. A. Murray, Glasgow	½	Mr. C. Löbel, Lancashire	½
Mr. R. A. R. Rankin, Edinburgh ...	½	Mr. E. A. Greig, Cheshire	½
Mr. J. D. Chambers, Glasgow	½	Mr. C. Coates, Lancashire	½
Rev. Dr. Grant, Edinburgh...	1	Mr. J. Jonas, Yorkshire	0
Mr. J. Borthwick, Glasgow...	½	Mr. A. E. Moore, Lancashire	½
	$16\frac{1}{2}$		$8\frac{1}{2}$

Southern Counties' Chess Union County Championship Contest.—An important match in this competition was contested on June 15th, at Reading, between Essex and Gloucestershire. The Southern Counties are

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grouped into three divisions: Eastern, South-Eastern, and Western; the competitors in this year's finals being Essex, Surrey, and Gloucestershire respectively. As we reported in our last issue, Essex defeated Surrey, in London, after a stiff fight, and if its team could now overthrow the Western representatives, the East Anglicans would become the champion county of the Southern Union. Fully alive to the importance of the match, the officials of both counties made every effort to put its best team in the field, and each was strongly represented; it is, however, a matter for regret that the Essex player for board 4 failed to appear. Play started at 4-15 p.m., and continued, with a short interval for tea, until 7-30, when the unfinished games were adjudicated by Messrs. Smith and Ward, and Cook and Fedden. The result was rather unexpected, Gloucestershire winning by $9\frac{1}{2}$ to $6\frac{1}{2}$. When play ceased the score was $6\frac{1}{2}$ to $3\frac{1}{2}$ in favour of Gloucester.

The Southern championship now rests upon the result of the match Surrey *versus* Gloucestershire, which will be arranged for an early date. In case of a tie, the rules provide that the championship shall be determined by the number of games scored in the final round, the county with the greatest aggregate of won games being declared the winner.

GLOUCESTERSHIRE.		ESSEX.	
Mr. W. Cook	½	Dr. S. F. Smith	½
Mr. N. Fedden	½	Mr. W. Ward	½
Mr. G. G. Parnall	*½	Mr. C. R. Hoon	*½
Mr. T. G. Wright	1	Mr. H. Erskine (absent)	0
Mr. L. J. Williams	*½	Mr. J. F. Allcock	*½
Mr. F. Hutchins	½	Mr. C. Hammond	½
Mr. H. H. Davis	*½	Mr. G. Freeman	*½
Mr. H. L. Leonard	1	Mr. P. R. Gibbs	0
Mr. A. A. Percival	*1	Mr. G. F. Williams	*0
Mr. R. J. Webb	1	Mr. A. B. Waugh	0
Mr. J. Templar	*0	Mr. F. W. Markwick	*1
Dr. F. J. Mason	0	Mr. J. W. Wright	1
Mr. H. E. Norris	*½	Mr. E. J. Gibbs, junr.	*½
Mr. O. Hunt	½	Mrs. Bonnefin	½
Mr. T. J. Edwards	½	Mr. E. W. Osler	½
Mr. S. W. Billings	1	Mr. E. J. Gibbs, senr.	0
	$9\frac{1}{2}$		$6\frac{1}{2}$

* Adjudicated.

As may be supposed, not much chess news is stirring at this time of year. The chief exception is due to the engagement by the Manhattan Club of the champion, Dr. Lasker, for a visit to them. He went there soon after the cable match, when "Chess matters were beginning to take on their summer lassitude," and during his stay the rooms of the club were thronged with eager visitors. From *The American Chess World* we learn that in his games with Delmar, Hanham, Richardson, Schmidt, and Showalter, the champion was easily victorious, but in those with Finn, Hymes, and Lipschütz, he did not show his usual form. On May 23rd, he played simultaneously with twenty-three opponents, winning 17, losing 3, and drawing 3.

On May 13th, at the Knickerbocker Club, he played fifteen games simultaneously, one being *sans voir*, and won them all; and on the next

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evening he had any number of opponents consulting against him in twenty-five simultaneous games, but his score was 22 won, 1 lost, and 2 drawn. On leaving New York, he went to Philadelphia, and played twenty peripatetic games at the Franklin Club, on May 17th. Although some of the club's best players were absent, he only succeeded in winning 12 games, losing to Messrs. Ballard and Shipley, and drawing with the remaining six. We give Mr. Shipley's win against the Doctor. Efforts were made during Doctor Lasker's stay in America to get up a match between him and Mr. H. N. Pillsbury, but without success.

GAME No. 2,044.

WHITE. Dr. E. LASKER.	BLACK. Mr. W. P. SHIPLEY.
1 P—Q 4	1 P—Q 4
2 P—Q B 4	2 P—K 3
3 Kt—Q B 3	3 Kt—K B 3
4 B—Kt 5	4 Kt—Q 2
5 P—K 3	5 P—Q B 3
6 P—B 5	6 B—K 2
7 B—Q 3	7 P—K 4
8 B—B 2	8 Castles
9 Kt—B 3	9 Kt—K sq
10 B × B	10 Q × B
11 Castles	11 P—K 5
12 Kt—Q 2	12 P—K B 4
13 P—K B 3	13 Q—Kt 4
14 Q—K sq	14 Q Kt—B 3
15 Q—B 2	15 Kt—B 2
16 Q R—K sq	16 B—Q 2
17 Kt—K 2	17 Kt—K 3
18 K—R sq	18 Q R—K sq
19 R—K Kt sq	19 Q—R 3
20 Kt—K B sq	20 P—B 5
21 P × B P	21 Kt × K B P
22 Kt(K 2)—Kt 3	22 P × P
23 Kt—K 3	23 R × Kt
24 Q × R	24 Kt—Kt 5
25 Resigns.	

The Championship Tournament at the Franklin Club has been won by Mr. W. P. Shipley. The full record of the play is tabulated below:—

Franklin Championship Tournament, 1900-1901.	Shipley.	Morgan.	Kemeny.	Bampton.	Stuart.	Voigt.	Stadelman.	Newman.	Kaiser.	Mlotswski.	Roeski.	Ferris.	Magee.	Rhoads.	McConnell.	Won.	Lost.
†Mr. W. P. Shipley ...	—	½	1	0	½	1	1	1	½	1	½	1	1	1	1	11	3
‡Mr. M. Morgan ...	½	—	½	0	1	0	1	1	0	1	1	1	1	1	1	10	4
§Mr. E. Kemeny ...	0	½	—	½	1	½	0	1	1	1	1	1	0	1	1	9½	4½
*Mr. S. W. Bampton	1	1	½	—	0	½	1	0	1	0	½	1	½	1	1	9	5
*Mr. D. Stuart	½	0	0	1	—	1	1	0	½	1	1	1	1	1	0	9	5
*Mr. H. G. Voigt ...	0	1	½	½	0	—	0	½	1	1	1	1	½	1	1	9	5
Mr. W. L. Stadelman	0	0	1	0	0	1	—	1	1	0	1	0	1	1	1	8	6
Mr. C. J. Newman...	0	0	0	1	1	½	0	—	0	1	0	1	1	1	1	7½	6½
Mr. J. A. Kaiser ...	½	1	0	0	½	0	0	1	—	0	1	½	½	0	1	6	8
Mr. S. Mlotkswski...	0	0	0	1	0	0	1	0	1	—	1	1	0	0	1	6	8
Mr. J. F. Roeski ...	½	0	0	½	0	0	0	1	0	0	—	1	1	½	1	5½	8½
Mr. W. F. Ferris ...	0	0	0	0	1	0	0	0	½	0	0	—	1	1	1	4½	9½
Mr. J. F. Mage, ...	0	0	1	½	0	½	0	0	0	1	0	0	—	0	1	4½	9½
Mr. J. H. Rhoads ...	0	0	0	0	0	0	0	0	1	1	½	0	1	—	0	3½	10½
Mr. J. S. McConnell	0	0	0	0	1	0	0	0	0	0	0	0	0	1	—	2	12

† First prize. ‡ Second prize. § Third prize. * Tied for fourth, fifth, and sixth prizes.

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Played in the Franklin Championship Tournament, Philadelphia, January, 1901.

GAME No. 2,045.

Ruy Lopez.

NOTES BY E. KEMENY.

	WHITE. Mr. W. P. SHIPLEY.	BLACK. Mr. E. KEMENY.
1	P—K 4	P—K 4
2	Kt—K B 3	Kt—Q B 3
3	B—Kt 5	Kt—Q 5
4	Kt × Kt	P × Kt
5	P—Q 3	B—B 4
6	B—Q B 4	P—Q 3
7	Castles	B—K 3
8	B × B	P × B
9	Q—Kt 4	Q—K 2
10	P—K B 4	Kt—B 3
11	Q—R 4	Castles Q R
12	P—B 5	P—K 4
13	Kt—Q 2	P—Q 4
14	P × P	Kt × P
15	Q × Q	B × Q
16	Kt—B 3	B—B 3
17	B—Q 2	Q R—K sq
18	Q R—K sq	P—B 4

.....An error. K—Q 2, followed by K—Q 3, should have been played.

19	P—K Kt 4	P—K R 3
20	P—K R 4	P—B 5

.....B—Q sq would be answered by R × P; and if ..., R × R, White replies with Kt × R; and if ..., B × R P, White plays Kt—Kt 6, and wins. Nor could Black play ..., P—K Kt 4 for White plays P × P *en pass.*, followed eventually by P—R 5.

21	P—Kt 5	P × Kt P
22	R P × P	P—B 6
23	P × P	P × P
24	B—B sq	B—Q sq
25	R × P	R × R
26	Kt × R	B—Kt 3 ch
27	K—Kt 2	R—K sq
28	Kt—B 4	R—K 7 ch
29	K—B 3	R × P
30	Kt × B ch	P × Kt
31	K—K 4	Kt—B 2
32	P—B 6	P × P
33	P × P	Kt—K 3
34	P—B 7	K—Q 2
35	B—R 3	R—K 7 ch

.....R × P was stronger. ..., R—K 7 ch should, however, have been followed up by ..., R—Q 7, and not with ..., R × P.

36	K—K 5	R × P
37	P—B 8 (Q)	Kt × Q
38	B × Kt	R—R sq
39	B—R 6	R—K R sq
40	B—Kt 7	R—R 4 ch
41	B—K 5	P—Kt 4
42	R—B 7 ch	K—Q sq
43	K—Q 6	R—R 3 ch
44	B—B 6 ch	K—K sq
45	K—K 6	

The winning move. White could not play R—K 7 ch for Black replies ..., K—Q sq, followed eventually by ..., R × B, and wins. Also R × P would have been disastrous for White.

		P—Kt 5
46	R—Q B 7	R × B ch
47	K × R	K—Q sq
48	R—B 4	P—Kt 4
49	R—B 5	

White could not play R × Kt P, for ..., P—B 7 wins: and if R—B 6 Black draws with ..., K—Q 2 and ..., K—Q 3.

49 Resigns.

NOTES CONDENSED FROM *Philadelphia Ledger.*

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The sixth annual match between the Franklin Club and the Manhattan Club, New York, was played at Philadelphia, on May 28th, with sixteen players on each side, and resulted in the success of the visiting team by 10 games to 6. Previous to the present encounter the teams consisted of fourteen players a-side. Of the six matches contested Mahattan has won 3 and Franklin 2, with one drawn match.

SCOTTISH CHESS CONGRESS.

The eighteenth annual Tournament of the Scottish Chess Association opened at the Athenæum, Glasgow, on Friday evening, 24th May. The entries for the Championship and Major Tournament were disappointing, owing to their small number, but the standard was high.

The present champion, Mr. D. Y. Mills, competed, but he was not in very good form. His play lacked the deadly accuracy observable in previous contests. As it was he tied with Dr. Macdonald, of Foyers, and to suit the doctor's convenience he agreed to stake the result on the first decisive game, which Dr. Macdonald, having the move won, owing to a bad blunder by Mr. Mills. The game is appended. Dr. Macdonald becomes champion of Scotland for the year, and there is no doubt he has worked hard for and deserves the honour, while it is desirable that it should go round. He plays a vigorous, hard-hitting, sportsmanlike game Mr. E. Macdonald, of Killin, Perthshire, and late of Herefordshire, plays a strong game, although he chiefly confines himself to the French Defence when second player. He missed a mate in three against Mr. Mills, an oversight which cost him the championship, but he was decidedly lucky in his games with Messrs. Russell and Chambers, and owes something to the clocks. These three came out decidedly higher than the other competitors, although Dr. Wyse, Falkirk, deserves mention as having made a good fight. The Glasgow representatives certainly did not do themselves justice, and the winners have gone away with an erroneous impression of Glasgow play, and also perhaps of their own.

GAME NO. 2,046. *Sicilian Defence.*

WHITE. Dr. MACDONALD.	BLACK. Mr. D. Y. MILLS.		
1 P—K 4	1 P—Q B 4	13 Q R—Q sq	13 B—K 3
2 Kt—K B 3	2 Kt—Q B 3	14 B × B	14 K × B
3 P—Q 4	3 P × P	15 Kt—Q 5	15 B × Kt
4 Kt × P	4 Kt—K B 3	16 P × B	16 Kt—K 4
5 Kt—Q B 3	5 P—K Kt 3	17 P—K B 4	17 Kt—B 5
6 B—K 3	6 B—Kt 2	18 Q—Q 4	18 Kt—Q Kt 3
7 B—K 2	7 Castles	19 P—Q B 4	19 Kt(Kt3)—Q 2
8 Castles	8 P—Q 3	20 K—R sq	20 Kt—B 4
9 P—K R 3	9 B—Q 2	21 Kt—Q 2	21 K—Kt sq
10 Q—Q 2	10 Q—Q R 4	22 P—Q Kt 4	22 Kt(B 4)—Q 2
11 Kt—Q Kt 3	11 Q—B 2	23 B—B 3	23 P—Q Kt 3
12 B—K R 6	12 Q R—Q sq	24 K R—K sq	24 K R—K sq
		25 Kt—Kt 3	25 R—Q B sq
		26 R—Q B sq	26 P—K 4

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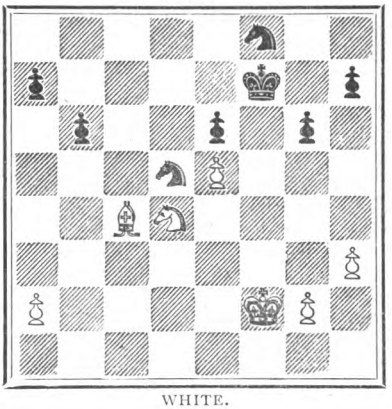
27	P × P *e.p.*	27 R × P
28	R × R	28 P × R
29	Q—Q 3	29 Kt—B sq
30	Kt—Q 4	30 P—Q 4
31	Q—K 3	31 P × P
32	B—K 2	32 Kt—Q 4
33	Q—K 5	33 Q × Q
34	P × Q	34 Kt × P
35	R × P	35 R × R
36	B × R	36 K—B 2
37	K—Kt sq	37 Kt—Q 4
38	K—B 2	

See Diagram.

		38 Kt—Q 2
39	B × Kt	39 P × B
40	P—K 6 ch	40 K—K 2
41	P × Kt	41 K × P
42	Kt—Q B 2	42 Resigns.

Position after White's 38th move :—
K—B 2.

BLACK.



WHITE.

In the Minor Tournament there were sixteen entries, and it was played in two sections. The winner of section I., Mr. A. C. A. Jonas, played the winner of section II., Mr. McKee, and won the Minor Championship after a severe struggle. Mr. Jonas is a well-known player, and his victory is no surprise. The surprise was rather the excellent play of Mr. McKee, who should be heard of further. The third and fourth prizes in the Minor Tournament were won by Mr. H. Brown and Mr. J. Macdonald, Glasgow.

In the Handicap the four survivors out of twenty-two were Messrs. E. Macdonald, J. M. Finlayson, F. Krasser, and Dr. Macdonald, and as there was some difficulty in arranging to play off at times suitable to all the competitors, it was agreed to pool the four prizes and divide equally. The full score of the Major and Minor Tournaments are given below.

MAJOR TOURNAMENT.

	E. Macdonald.	Russell.	MacGrouther.	Lawson.	Dr. Macdonald.	Wyse.	Chambers.	Mills.	Total.
Mr. E. Macdonald	—	1	1	1	1	1	½	0	5½
Mr. J. Russell	0	—	0	1	0	1	0	0	2
Mr. J. MacGrouther	0	1	—	0	0	0	½	0	1½
Mr. A. Lawson	0	0	1	—	0	0	1	0	2
Dr. Macdonald	0	1	1	1	—	1	1	1	6
Dr. Wyse	0	0	1	1	0	—	1	0	3
Mr. J. D. Chambers	½	1	½	0	0	0	—	0	2
Mr. D. Y. Mills	1	1	1	1	0	1	1	—	6

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MINOR TOURNAMENT (Section I.).

	Jonas.	C. Macdonald.	Connor.	Law.	MacBeth.	J. Macdonald.	Scott.	MacGlashan.	Total.
Mr. A. C. A. Jones	—	1	1	1	1	0	½	1	5½
Mr. Charles Macdonald	0	—	1	0	1	0	0	1	3
Mr. J. Connor	0	0	—	1	0	0	0	0	1
Mr. J. R. K. Law	0	1	0	—	0	1	1	1	4
Mr. MacBeth	0	0	1	1	—	0	1	1	4
Mr. J. Macdonald, Glasgow	1	1	1	0	1	—	0	1	5
Mr. Scott	½	1	1	0	0	1	—	½	4
Mr. MacGlashan	0	0	1	0	0	0	½	—	1½

MINOR TOURNAMENT (Section II.).

	Brown.	Macdonald.	Turriff.	Henderson.	MacKee.	Bremner.	Robertson.	Birch.	Total.
Mr. H. Brown	—	1	0	1	1	0	1	1	5
Mr. Macdonald, Paisley	0	—	1	1	0	0	0	0	2
Mr. H. J. Turriff	1	0	—	1	0	1	1	0	4
Mr. J. R. Henderson	0	0	0	—	0	1	0	0	1
Mr. MacKee	0	1	1	1	—	1	0	1	5
Mr. J. C. Bremner	1	1	0	0	0	—	½	1	3½
Mr. Robertson	0	1	0	1	1	½	—	0	3½
Mr. Birch	—	1	1	1	0	0	1	—	4

The prizes are as follows:—Major Tournament: first prize, Championship Cup, Spens gold medal, and £8 8s.; second prize, £5 5s.; third prize, £3 3s.; fourth prize, £2 2s. Minor Tournament: first prize, value £5 5s.; second prize, value £3 3s.; third prize, value £2 2s.; fourth prize, value £1 1s. Handicap: first prize, value £4 4s.; second prize, value £3 3s.; third prize, value £2 2s.; fourth prize, value £2 2s.

The prize fund was increased this year by a donation of twenty guineas from the president of the Association, Mr. A. T. Reid. There were also two brilliancy prizes of three guineas and two guineas, which have not yet been adjudicated.

Next year's Congress will be held at Perth.

THE KENT CHESS CONGRESS.

THE annual Congress of the Kent Chess Association was held this year during the Whitsuntide holidays, at Folkestone, and proved an undoubted success. The arrangements were undertaken by Mr. W. W. White, to whose energy the Congresses of 1899 and

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1900, at Rochester, owed a success which no one expected to be surpassed. As a chess event, however, the Folkestone Congress attained more importance owing to the Open Amateur Tournament, in which the amateur champion Mr. H. E. Atkins competed, and shared the honours with Mr. J. H. Blake, of Southampton.

The Kent Association was invited to Folkestone by the energetic Folkestone Chess Club, soon after the last Congress at Rochester. A public meeting was held at Folkestone last autumn, and after Mr. W. W. White had explained what would be required, a local committee was formed to arrange for the reception of the Congress. The members of this were Messrs. C. J. Pursey, J.P. (chairman); the Rev. E. V. Bryan, M.A., vicar of Sandgate; Mr. A. T. Swinhoe, hon. sec. Folkestone Chess Club; Dr. Dodd, and Messrs. P. W. Knowles, H. P. Hogben, and A. L. Stevenson. The Congress committee itself consisted of three members of the Kent Chess Association, Messrs. W. J. McLellan, Grantham Williams, and G. R. Hunter, and four members of the Folkestone Chess Club, Messrs. Pursey, Swinhoe, and Knowles, with Mr. W. W. White as hon. sec. to the Congress. Both the Kent Association and the local appeals for funds were liberally responded to, and as the result of the attractive programme issued no less than 65 entered the various tournaments. The work of fitting in play into four days in consequence of this large entry could only be done by dividing the contests into sections. In the Open Amateur Tournament there were twelve entries, and at one time there promised to be more, as Messrs. G. E. H. Bellingham and C. D. Locock were at first expected to play. There were therefore two sections of six each in the open event. In the Kent Championship only six entered, Mr. O. C. Muller, the holder, being regarded as unassailable by most of the strong county players. However, the champion slipped against Mr. C. Chapman (Sevenoaks), and drawing another game, never had the opportunity to recover, as his opponent won the remainder of his games and the Championship Cup. The Extra Tournament brought in twenty-four entries, which were divided into four sections. The Ladies' Open Handicap had eleven entries, and was divided into two sections. The remaining tournaments were a Knock-out one on Whit Monday, and a number of Lightning or Rapid Transit Tournaments, which the Rev. Dr. Lewis organised.

On Whit Monday time was taken by the forelock, and at 9-30 a.m. the Mayor of Folkestone, Mr. D. Baker, welcomed the players to Folkestone, and to the Town Hall, which had been lent for the Congress. At 10 a.m. the players had been paired and the clocks started, and soon the players were hard at work. The first game finished in the Open Tournament was a Ponziani, in section A, in which Shories, defending wrongly, went under to Atkins. Play continued on Monday evening, and there were again two rounds on Tuesday and one on Wednesday, the intervals being filled with adjourned games. Although the players kept at it like this it was not till Thursday morning that the winners of either section in the open event turned up, as Mr. Atkins had a very stiff game with Mr. Mortimer adjourned in a position which many considered to be a win for the veteran, but out of which Mr. Atkins managed to snatch a win. In the other section there was a tie, Messrs. Blake and Tattersall having to play off, the former winning.

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In the final game Atkins won a Pawn in a Queen's Gambit Declined, but Blake kept a good position and a draw resulted. This occurred at a late hour on Thursday, when the Congress was timed to close, so both consenting, the prizes were divided. The Kent Championship resulted earlier in Mr. C. Chapman winning. In the Extra Tournament, also, the four section winners, Miss Finn (London), Rev. H. Falloon (Dover), Mr. W. B. Dixon (Rochester), and Dr. Harvey Lewis (Bromley and Bombay) were all hard at work till a late hour on Thursday afternoon. The third and fourth prizes went to the Rev. H. Falloon and Dr. Harvey Lewis, but for the first and second the game between Miss Finn and Mr. Dixon ended in a draw. As the first prize was a Cup, the rather unpleasant expedient of deciding by lot was resorted to in order to get matters finished in time, and Mr. Dixon being luckiest he took the Cup and Miss Finn a prize value £2. After this the Mayor—he was waiting as a matter of fact—proceeded to distribute the prizes, and then came votes of thanks to His Worship and Mr. W. W. White, and the Congress was over. In the evening there was a banquet at the Queen's Hotel, where most of the players put up at Folkestone, reduced rates being conceded. Mr. C. J. Pursey took the chair, and in giving the toast of the Kent Association he described as lion-like the efforts of Mr. W. W. White in bringing the Congress off successfully. Mr. White, in responding for the Association, had the gratification of pointing to the presence of some of their earliest members. Mr. Pursey himself was one, another was Mr. G. F. Whiteman, their first treasurer. Messrs. Dobell, Schwann, and Blake responded to the toast of Kindred Associations. The toast of the Ladies was responded to by Mrs. L. W. Lewis, who made the speech of the evening, and pleaded that women as chess-players deserved to be taken more seriously than the majority of men players were accustomed to do. Mrs. Lewis declared that nothing was further from fact than the idea that women would not play in ordinary chess clubs because of the smoking; women who played chess were above trifles of that sort. Other speeches were delivered by Messrs. Hunter, Mortimer, Hoffer, and Swinhoe, while during the evening a musical programme was provided by Dr. Elwyn Lewis, Mr. Stainer, and Mr. Mortimer.

Going back to the Congress, the arrangements were perfect. The Town Hall was prettily draped, and rows of tables arranged for play down its whole length. Messrs. Jacques & Son provided both men, boards, and the clocks; these last were the new "Congress" pattern. Chess players are both hard to please and long suffering as regards clocks. On this occasion the clocks kept good time and did not "jib," and the general approval was testified in a good many of those in use, which were on hire, being sold. The pairing was all worked out beforehand and made public, which seems a business like way of going to work, while the labour saved is very considerable. Mr. Blake said at the dinner at the Queen's Hotel that he had attended more chess congresses than anyone in England, but he had never attended one better managed than this one. This is praise indeed, and Mr. W. W. White thoroughly deserved it. The local arrangements were also properly attended to, while the officials of the Folkestone Club were very energetic in getting prizes. Altogether the Folkestone

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Chess Congress was, as we said at the start, a success. The only thing it did not succeed in was in attracting spectators, but that has a consolation about it, for whoever could come entered the lists. Mr. J. H. Blackburne gave a blindfold display, in whice he won four and drew with Captain Bliss (Dover) and C. H. May (Lee). Messrs. Teichmann and Tinsley were also present during the Congress, simultaneous and consultation games being their share. Among the visitors were Messrs. L. Hoffer, E. O. Jones, D. L. Anderson, E. B. Schwann, etc.

One other feature was the new craze Kriegspiel chess. One game at any rate was played for the edification of the uninitiated, in which two of the Knightlights took part. Kriegspiel chess is, it may be explained, played by players at separate boards, who have to imagine what their opponent has done. An umpire sits at a third board, and makes on his board, which is out of sight, the moves of White and Black. The only information given to either player is that "White (or Black as the case may be) has moved." If a capture is made, "effecting a capture" is added. Either player can ask, however, "Is there a Pawn capture," or if his intended move can be made. The answers, of course, throw some light on the players' darkness, and it is remarkable how from this scanty information how near players get to getting an idea of the position of the opponent's men.

The Lightning Tournaments that were played were very numerous, and winners turned up in E. B. Schwann (who beat O. C. Muller in a final tie), Mrs. Sydney, R. F. B. Jones, C. Chapman, and A. E. Burgess.

The scores in the various Tournaments are as follows:—

OPEN TOURNAMENT. Prizes, £10 and £6.

SECTION A.

	1	2	3	4	5	6	Total
Mr. H. E. Atkins, Leicester 1	—	1	0	1	1	1	4
Mr. L. Serrailler, London 2	0	—	1	1	1	½	3½
Mr. R. F. B. Jones, Dover 3	1	0	—	½	0	½	2
Mr. J. Mortimer, London 4	0	0	½	—	1	½	2
Mr. G. F. W. Shories, Hastings 5	0	0	1	0	—	1	2
Mr. W. P. MacBean, London 6	0	½	½	½	0	—	1½

SECTION B.

	1	2	3	4	5	6	Total
Mr. J. H. Blake, Southampton 1	—	0	1	1	1	1	4*
Mr. C. E. C. Tattersall, London 2	1	—	1	½	½	1	4*
Mr. H. J. Lowe, London 3	0	0	—	1	1	1	3
Mr. E. G. Sergeant, Newcastle-on-Tyne 4	0	½	0	—	½	1	2
Mr. G. E. Wainwright, Guildford 5	0	½	0	½	—	½	1½
Mr. H. Ward, Croydon 6	0	0	0	0	½	—	½

* Tie game: Blake beat Tattersall.

In the play-off, the winners of section A and B drew and divided the prize.

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KENT CHAMPIONSHIP.

	1	2	3	4	5	6	Total
Mr. C. Chapman, Sevenoaks 1	—	1	0	1	1	1	4
Mr. O. C. Muller, Lewisham 2	0	—	1	1	½	1	3½
Mr. A. T. Swinhoe, Folkestone 3	1	0	—	1	0	1	3
Mr. W. M. Brooke, Tunbridge Wells 4	0	0	0	—	1	1	2
Mr. A. L. Stevenson, Smeeth 5	0	½	1	0	—	½	2
Mr. G. E. Dunster, Canterbury 6	0	0	0	0	½	—	½

EXTRA TOURNAMENT.

SECTION A.

	1	2	3	4	5	6	Total
Mr. W. B. Dixon, Rochester 1	—	1	½	1	1	1	4½
Mrs. Fagan, London 2	0	—	1	1	1	1	4
Mr. A. L. Densham, Croydon 3	½	0	—	1	1	1	3½
Mr. C. F. Corke, Sevenoaks 4	0	0	0	—	1	1	2
Mr. G. Pepper, Chatham 5	0	0	0	0	—	1	1
Rev. E. Bryan, Sandgate 6	0	0	0	0	0	—	0

SECTION B.

	1	2	3	4	5	6	Total
Miss Finn, London 1	—	1	1	½	1	1	4½
Rev. W. E. Evill, Canterbury 2	0	—	1	½	1	1	3½
Mr. P. W. Knowles, Folkestone 3	0	0	—	1	1	1	3
Mr. G. F. Whiteman, Canterbury... 4	½	½	0	—	0	1	2
Mr. A. F. Popham, Folkestone 5	0	0	0	1	—	0	1
Mr. A. Yeates, Tunbridge Wells 6	0	0	0	0	1	—	1

SECTION C.

	1	2	3	4	5	6	Total
Dr. Harvey Lewis, Bromley 1	—	1	1	1	1	1	5
Mr. Reginald Jones, Eltham 2	0	—	1	1	0	1	3
Mr. E. E. Stockens, Canterbury 3	0	0	—	1	1	1	3
Mr. W. Brock, Deal... 4	0	0	0	—	1	1	2
Miss Fox, London 5	0	1	0	0	—	1	2
Rev. Dr. E. Lewis, Ongar 6	0	0	0	0	0	—	0

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SECTION D.

	1	2	3	4	5	6	Total
Rev. H. Fallon, Dover 1	—	1	1	1	1	1	5
Miss Hooke, London 2	0	—	0	1	1	1	3
Mr. C. H. May, Lee 3	0	1	—	0	1	1	3
Mr. T. E. B. Marples, Folkestone... 4	0	0	1	—	0	1	2
Mr. H. J. Stone, Canterbury 5	0	0	0	1	—	1	2
Mr. F. J. Candy 6	0	0	0	0	0	—	0

In the play-off, Miss Finn and Mr. Dixon tied for first and second; Rev. Falloon was third, Dr. Harvey Lewis fourth

LADIES' OPEN HANDICAP TOURNAMENT.

SECTION A.

	1	2	3	4	5	Total
Mrs. Chapman, class I. 1	—	1	0	1	1	3
Mrs. Oakley, class I. 2	0	—	½	1	1	2½
Mrs. W. White, class II. 3	1	½	—	0	1	2½
Miss Robertson, class III. 4	0	0	1	—	1	2
Mrs. Craig, class III. 5	0	0	0	0	—	0

SECTION B.

	1	2	3	4	5	6	Total
Miss Eyre, class I. 1	—	1	1	½	1	1	4½
Mrs. Lewis, class II. 2	0	—	1	1	1	½	3½
Mrs. Falloon, class II. 3	0	0	—	1	1	1	3
Miss Dakin, class I. 4	½	0	0	—	1	1	2½
Mrs. Sercombe, class II. 5	0	0	0	0	—	1	1
Miss Delves, class II. 6	0	½	0	0	0	—	½

Prizes: first, Silver Queen; second, value, £1.

The Kent Chess Association, founded in 1889 at a meeting convened by Mr. W. J. McLellan, of Rochester, and presided over by Mr. H. Hayward, of Dover, has always had one feature about it which wins admiration from other bodies of a similar nature, and that is the fulness of its decentralisation. At the first meeting, held at Canterbury, on January 12th, 1889, representatives attended from all over Kent. The first secretary appointed was Mr. H. H. Clements, of Canterbury, and subsequent holders of the office have come from all parts of the county; and though Rochester for many years won the championship with annoying regularity, it has recently gone first to Lee and then to Tunbridge Wells (the holders), while the "runners up" have come from every quarter of Kent, such as Canterbury, Ashford, Dover, Thanet, Lee, &c.

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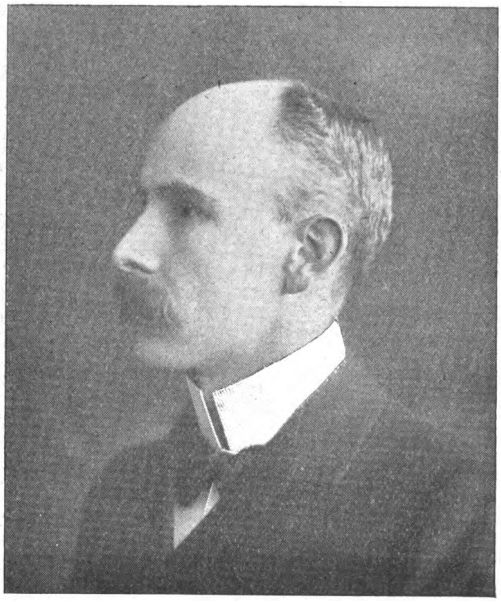
Following Mr. H. Clements in the office of hon. secretary came Mr. C. Igglesden, of Ashford, one of the proprietors and editors of the *Kentish Express*, which for years published a chess column, which is now missed with regret by hundreds of readers. The resignation of Mr. Igglesden in 1893 as hon. sec. gave the reins to the Rev. A. W. Wheeler, of St. Mary Hoo. At the same time, however, two strong forces were brought into the Association which ultimately worked in a wonderful way to establish the Association on a firmer basis. The forces were Mr. W. W. White and the late Rev. Lewis W. Lewis, the latter of whom the following year took over the duties of match captain, while Mr. W. W. White's powers of organisation soon showed themselves in the admirable manner in which he made arrangements for the county matches in his capacity of match conductor. The Rev. A. W. Wheeler held office till 1896, when Mr. A. L. Stevenson, of Smeeth, undertook the onerous duties of hon. sec. temporarily, at a time when the activeness of the Association was handicapped by lack of funds. The Association then numbered about 250 members, drawn from seventeen clubs, which was not a very much larger number than those who had formed the Association seven years earlier. The late Rev. L. W. Lewis, as match captain, like every one of the numerous players who had had the opportunity of playing in the monstre Kent *v.* Surrey matches, felt certain of one thing, and that was that the man to take helm of the Association when Mr. Stevenson's temporary period of office expired was the man who had proved his ability as match conductor, Mr. W. W. White. Fortunately for chess in Kent, this gentleman was persuaded by the late honoured and beloved Kent captain, to take a post the duties of which, then ample, Mr. White rapidly increased by the way in which he extended the scope of the Association. At that time each club elected a committee-man, with the result that the unwieldy machine was rarely workable. A change was made by forming a council of the officers, vice-presidents, and two members from each club to have the control of the Association, meeting twice yearly, while a committee of three were to be elected by them to do the detailed business of the Association,



MR. W. W. WHITE.

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with the officers who *ex officio* were committee-men. This re-organisation, Mr. White's first Kitchener-like alteration, was made perfect by the addition of another system, which made the Association one of the best if not the best organisation of its kind. This system was that of conducting committee business by correspondence. In the time Mr. White held the office of hon. sec, from 1897 to 1900, the Association simply leaped ahead. The membership increased from about 250 to nearly 600, while as the result of his efforts in improving the finances of the organisation, the income which had been about £20 or £25 a year, with but a minimum annual balance to the good, had increased to about £125 in the last year of Mr. White's office, while there was a balance of over £20 in the hands of the treasurer, Mr. G. R. Hunter. Figures were not the only eloquent testimony of Mr. White's energies. The object of the Kent Association was to promote chess, and this season has seen the fruit of Mr. White's labours in the strength of Kentish chess. Surrey, the champions of the Southern counties for so many years, were given a harder and closer fight than ever before, and they only became champions of their division by half a point ahead of Kent. In the past season Mr. A. E. Seaman proved a worthy successor to Mr. W. W. White, but he found that the duties taken over were more than he bargained for, and after a good year's work has been succeeded by Mr. Holford, who is also hon. treasurer. Mr. White has this year succeeded Mr. W. J. McLellan as chairman of the council. Mr. F. W. Walter, who followed the late Rev. Lewis W. Lewis as match captain, still holds that office, in which the excellent use he made of the playing material went far towards making the county take a decided step towards the realisation of its motto *Invicta*.

GAME No. 2,047.

The following game was played in the Open Tournament.

Ruy Lopez.

NOTES BY R. F. B. JONES.

WHITE. Mr. R. F. B. JONES.	BLACK. Mr. H. E. ATKINS.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—Kt 5	3 Kt—B 3
4 Castles	4 P—Q 3
5 Kt—B 3	5 B—K 2
6 P—Q 4	6 Kt—Q 2

.....This defence is Tchigorin's idea, the object being to support the K P. Black best delays in playing K P × Q P.

7 Kt—Q 5	

The Kt goes here *en route* for K 3, as Kt × B would free Black.

	7 Castles
8 P—B 3	8 Q Kt—Kt sq
9 B—K 2	

This B would do better to go to Q 3 at once.

	9 P—Q B 3
10 Kt—K 5	10 R—K sq
11 B—Q 3	11 B—B 3
12 Kt—B 5	12 Kt—B sq
13 P—K Kt 4	13 Q—B 2
14 K—R sq	

White's idea is to sacrifice the Knight and obtain an open file on the Black King, and it seems sound.

	14 P—K Kt 3
15 R—K Kt sq	15 K—R sq
16 B—R 6	16 P × Kt
17 Kt P × P	17 Kt—Kt 3
18 Q—Q 2	18 P—Q 4
19 R—Kt 5	

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The idea of this rather peculiar move is to play if 19..., B × R; 20 Q × B, Q—K 2; 21 P—B 6, Q—K 3; 22 B—Kt 7 ch, K—Kt sq; 23 R—K Kt sq, Kt—Q 2; 24 Kt—R 4, threatening Kt—B 5 and Kt—R 6 mate.

	19 P × K P	
20 B × P	20 P × P	
21 P × Kt	21 B P × P	

.....21..., R × B should be played, but the attack is very heavy.

22 B × Kt P	22 R—Kt sq

.....22, P × B also is of no avail.

23 B—B 2	23 B—K 3
24 Q—Q 3	24 Kt—R 3
25 R—R 5	25 B—Kt 5

.....Black took 45 minutes making up his mind to play this, with the idea of getting out of the attack by giving up Queen for Rook and Bishop.

26 B—B 4	26 B × R
27 B × Q	27 B—Kt 3
28 Q—Q 2	28 Kt × B
29 B × B	29 R × B
30 P × P	30 R—Q sq
31 R—K sq	31 P—B 4
32 Q—B sq	32 Kt—Q 4
33 Q × P	33 P—Kt 3
34 Q—B 4 !	34 Kt—B 5
35 Kt—K 5	35 B × Kt
36 P × B	36 Kt—Q 6
37 R—K B sq	

If the Queen did not now cover K B sq, then Black would mate by Kt × P ch and R—Q 8.

	37 Kt × Kt P
38 Q—K B 7	38 Kt—Q 6
39 P—K 6	39 R—Kt 2
40 Q—B 6	40 R—K Kt sq
41 P—K R 3	41 Kt—B 4
42 P—K 7	42 P—K R 4
43 R—K Kt sq	43 Resigns.

The two following Consultation Games were played at the Hastings Festival :—

GAME No. 2,048.

Ruy Lopez.

NOTES BY R. TEICHMANN.

WHITE. Messrs. BLACKBURNE and FRIEDBERGER.	BLACK. Messrs. GUNSBERG and WOMERSLEY.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—Kt 5	3 Kt—B 3
4 P—Q 4	4 Kt × K P
5 Castles	5 Kt—Q 3
6 P × P	6 Kt × B
7 P—R 4	7 P—Q 3
8 P × Kt	

Here P—K 6 has been played in recent tournaments with success.

	8 Kt × P
9 R—K sq	9 P—K B 3

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.....Somewhat risky. Simply B—K 2 giving up the Pawn would be better, although even then I prefer White's position.

10	Kt—R 4	10 B—K 2
11	P—K B 4	11 Kt—B 2
12	P—Kt 6	12 B P × P
13	Kt—B 3	13 Castles
14	Kt—Q 5	14 R—K sq
15	R—R 3	

15 Q—K 2 seems stronger, with a view to continue with Q—R 5 in case of 15..., K—B sq, thus gaining valuable time.

		15 B—Q 2
16	Q R—K 3	16 B—K B sq
17	R × R	17 B × R
18	Kt—B 5	18 B—Q 2
19	Kt—K 7 ch	19 B × Kt
20	Kt × B ch	20 K—R sq
21	Q—Q 5	21 Kt—K 4
22	Q × Kt P	22 R—Kt sq
23	Q × R P	23 R—R sq

Drawn.

There is nothing to be done on either side, as after the exchange of the Knights, Bishops of different colour will remain.

GAME No. 2,049.

King's Gambit Declined.

NOTES BY R. TEICHMANN.

	WHITE. Messrs. GUNSBERG and CHESHIRE.	BLACK. Messrs. TEICHMANN and SHORIES.
1	P—K 4	1 P—K 4
2	P—K B 4	2 P—Q 4
3	Kt—K B 3	3 P × K P
4	Kt × P	4 Kt—Q B 3
5	B—Q Kt 5	5 Kt—K 2

.....The Black allies played their fourth move as an experiment, thinking they could now continue with Kt—K B 3, but they found, after White's 6 P—Q 4 !, no satisfactory answer for Black. They decided therefore on the very risky move of Kt—K 2, which blocks up the whole position and should have landed them in serious difficulties. But they had the following sacrificing combination in view, and the fortune of war turned out to be on their side, as their opponents failed to perceive their scheme and fell headlong into the trap.

6	Q—K 2	6 P—K B 3
7	Kt × Kt	7 P × Kt
8	Q × P	

It is here, of course, that White goes utterly astray. The simple move of B—R 4 would have left Black in a very embarrassing situation.

8 B—B 4

9 B × P ch

The second Pawn must now be taken as otherwise Black would win a piece.

		9 K—B 2
10	Q—K B 3	10 Kt × B
11	Q × Kt	11 Q—K sq ch

.. ..The key move to the whole combination. The exchange of Queens deprives White of the support of his only developed piece, and leaves his King helplessly exposed to the combined attack of Black's two Rooks and Bishops. The remainder requires no comment; White might, perhaps, have improved upon his defence on several occasions, but I do not think that the game would have been saved even by the best play on White's part.

12	Q × Q	12 R × Q ch
13	K—B 2	13 B—B 4 ch
14	K—Kt 3	14 P—K R 4
15	P—K R 3	15 B × B P
16	P—Q 4	16 B × P
17	Kt—Q B 3	17 P—R 5 ch
18	K—B 3	18 R—R 3
19	B—Q 2	19 R—Kt 3
20	P—K Kt 4	20 P × P *en pass.*
21	K R—K sq	21 R × R
22	Resigns.	

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GAME No. 2,050.

Played in the 1900-1 City of London Chess Club Championship Tournament. *Ruy Lopez.*

NOTES BY JAS. MASON.

WHITE. Mr. C. W. HOPPER.	BLACK. Mr. HAROLD JACOBS.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—Kt 5	3 P—Q 3 ?
4 P—Q 4	4 B—Q 2
5 Kt—B 3	5 P × P
6 Kt × P	6 Kt × Kt
7 B × B ch	7 Q × B

... .This line of defence, from 3..., P—Q 3 ?, is not much regarded as generally sufficient. Hence the now usual 3..., P—Q R 3, or 3..., Kt—B 3; making for more flexible opening and mid-game position.

8 Q × Kt	8 Kt—K B 3
9 B—K 3	9 Q—Kt 5

.....Preventing Castles Q R. A temporary expedient.

10 Castles	10 B—K 2
11 P—B 4	

If 11 P—B 3, Q—Q 2; 12 Q R—Q sq, omitting 12 P—K R 3, White would have a very solid game.

	11 Q—Q 2
12 P—K R 3	12 R—K Kt sq

.....Strictly unconventional! Fine players are few who would not rather Castle for safety than face the risks hereupon ensuing.

13 Q R—Q sq	13 Kt—R 4
14 P—B 5	

Or 14 P—K 5, perhaps the stronger alternative. There would be nothing hurtful to White in 14..., Kt—Kt 6; 15 K—B 3, Kt—B 4; 16 Q—K 4, for example; while important good use of the open file, with other probabilities, would greatly tend to his advantage. As matters go, it is a toss-up what happens.

	14 B—B 3
15 Q—Kt 4	15 B × Kt
16 Q × Kt P	16 K—K 2
17 P × B	17 Kt—Kt 6
18 P—K 5	

Time for 18 R—B 3. For then if 18..., Kt—K 7+?; 19 K—B 2, Kt × P; 20 B—Kt 5+, P—B 3; 21 R × Kt, &c., White would have the advantage. But the attack as carried on is very promising.

	18 K R—Q Ktsq
19 P × P ch	19 K—K sq

.....If 19..., P × P; 20 Q—B 3, Kt × R; 21 B—B 5, things would be no better. Other play of the King would lose; for instance, 19..., K—B sq; 20 P × P, R × Q; 21 R × Q, &c.

20 Q—B 3	

Keeping up the attack. But 20 Q × B P, if only to draw, would be prudent.

	20 Kt × R
21 P—B 6	21 K—B sq
22 B—B 5	22 K—Kt sq
23 R × Kt	23 B P × P
24 Q—Kt 3	24 P—Kt 3
25 Q—Kt 5	

And now 25 B × Q P would be more in order. There should be no difficulty in drawing.

	25 K—R sq
26 R—Q sq	26 Q—K 3
27 Q—R 6 ?	27 R—K Kt sq
28 B—Q 4	28 Q R—K sq
29 B × P	29 Q × Q R P
30 B—Q 4	30 Q × P
31 R—K B sq	31 P—Kt 4

....The exchange begins to tell; and Black begins to look like a winner.

32 Q—R 5	32 R—Kt 3
33 R—R sq ?	33 Q—B 4
34 P—R 4	

.....But White does badly all along here; playing as it were into the hands of his adversary.

	34 Q R—K Ktsq
35 R—K B sq	35 Q—K 5
36 R—B 2	36 P × P
37 Resigns.	

For the assailed Pawn is not to be defended.

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GAME No. 2,051.

Played in a London Chess League match.

Bishop's Gambit.

NOTES BY R. TEICHMANN.

	WHITE. H. S. BARLOW, *Battersea.*	BLACK. E. MORGAN, *Hampstead.*
1	P—K 4	P—K 4
2	P—K B 4	P × P
3	B—B 4	Kt—K B 3
4	Kt—Q B 3	P—Q 4

.....This move, which practically sacrifices a Pawn, is, of course, not good in this position, as the Gambit Pawn cannot be held. B—Kt 5 is the right move.

5	P × P	

B × P, Kt × B, Kt × Kt was in a line of play which would, obviously, have given White a great advantage.

		B—Q 3
6	Kt—B 3	Q—K 2 ch
7	Kt—K 2	

A weak move. Simply Q—K 2, followed by P—Q 4 and eventually Kt—K 5 and Kt—Kt 5, would give White the better game.

		B—K Kt 5
8	Castles	Castles
9	P—Q 4	Kt—R 4
10	Q—Q 3	Kt—Q 2
11	P—K R 3	B × Kt
12	Q × B	Kt—Kt 6
13	Kt × Kt	P × Kt
14	B—B 4	Q—R 5
15	P—B 3	Kt—B 3
16	Q R—K sq	Q R—Q sq
17	B × B	

With this ill-advised exchange White gives his last chance away. B—K 5 ! could still, in my opinion, have left White chances to win; if, for instance, B × B; 18 P × B !, Q × B; 19 P × Kt, and should win.

		R × B
18	Q—B 5	P—K Kt 3
19	Q—B 3	P—K Kt 4
20	R—K 7	P—Kt 5
21	Q—B 5	P × P
22	P × P	K—R sq
23	R × Q B P	P—Kt 7
24	R—Q sq	

I fail to see why the Rook should not have been played to B 2; Kt—K 5 was not to be feared, as White could simply answer R × P with a strong attack.

		Q—Kt 6
25	R—B 8	R × R
26	Q × R ch	K—Kt 2
27	Q—B 5	Q—K 6 ch
28	Q—B 2	

K × P apparently, was not feasible, as Black might have replied Kt—Q 2 !, threatening R—Kt 3 with a dangerous attack.

		Q × R P
29	Q × P ch	Q × Q
30	K × Q	Kt × P
31	B × Kt	R × B
32	P—B 4	R—Kt 4 ch
33	K—B 3	K—B 3
34	R—K sq	P—K R 4
35	P—Q 5	P—R 5
36	P—Q 6	R—Kt sq
37	P—Kt 4	P—R 6
38	P—B 5	P—R 3
39	P—R 4	R—Q B sq
40	K—Kt 3	

This move gives Black an opportunity to draw by a pretty move. But it seems, anyway, that White could no longer win the game.

		P—R 4
41	R—K 7	P × P
42	R—Q B 7	R—K R sq
43	K—R 2	K—K 3
44	R—K 7 ch	K—Q 4
45	R × Kt P	K × B P

Drawn game.

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GAME No. 2,052.

Apropos of the very elegant Evans given in our last February issue (page 53), we quote the following from Mr. Mason's *Social Chess* (page 74).

No. 41.—*Evans Gambit* (won by Dufresne).

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—B 4	3 B—B 4
4 P—Q Kt 4	4 B × Kt P

.....The perils of the Gambit are best avoided by 4..., B—Kt 3. A less noble game.

5 P—B 3	5 B—R 4
6 P—Q 4 !	6 P × P
7 Castles	7 P × P
8 Q—Kt 3 !	8 Q—B 3 !
9 P—K 5	9 Q—Kt 3

.....So far these are standard moves in that great branch of the Evans commonly called the "Compromised Defence." If Black takes this Pawn now, he loses. *E.g.*, 9 .., Kt × P; 10 R—K sq, P—Q 3; 11 Kt × Kt, P × Kt; 12 Q—Kt 5+, Q—B 3 (trying to save the piece); 13 Q × P+ !, K—Q sq; 14 B—Q Kt 5 !, threatening mate, 15 Q—K 8+, &c.; or if 14..., Q—K 3, then 15 Q—Q 4 (or Kt 5)+, gaining Queen for Rook. The Pawn costs Black a piece at the very least.

10 Kt × P	10 K Kt—K 2
11 B—R 3	11 R—Q Kt sq

.....A critical juncture. Other moves are 11..., Castles; 12 Q R—Q sq, P—Kt 4 (returning the Pawn, by way of compromise, for more freedom of action); 13 Kt × P, R—Q Kt sq; 14 Q—K 3, or 14 B—Q 3, &c.; or 11..., B × Kt; 12 Q × B, P—Kt 3; 13 B—Q 3, Q—R 3; but this latter has not yet been greatly tried in practice.

12 Kt—Q 5	12 Kt × Kt
13 B × Kt	13 P—Kt 4

.....Black means to shut off the other Bishop, which now prevents his Castling. This was the reason of his eleventh move; he did not like to give back any Pawn.

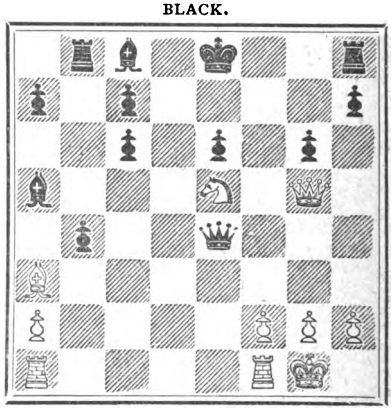
14 P—K 6 !	14 B P × P
15 B × Kt	15 P × B
16 Kt—K 5	16 Q—K 5
17 Q—Kt 3 !	17 P—Kt 3
18 Q—Kt 5 !	18 P—Kt 5

.....Only now has he time for shutting off the Bishop—just when menaced with instant mate.

Position after Black's 18th move :—

P—Kt 5.

BLACK.



WHITE TO PLAY.

19 Q—B 6	

Or 19 Q R—Q sq, perhaps still more forcible. With that would be probable, 19..., Castles; 20 B—Kt 2, R—Kt 4; 21 Kt—B 7 !, P—K 4 !; 22 Q—B 6 !, and wins. For if 22..., Q—K B 5; 23 Q × Q, (if) P × Q; 24 Kt mates; and if 22..., P—R 4; 23 Kt—R 6+, K—R 2; 24 Q × R, or 24 Q—K 7+, &c., easily winning. Finally, if 21..., R × Kt; 22 R—Q 8+, R—B sq; 23 Q—B 6 ! there would be an end; and so for later 22..., R × Kt; 23 R—Q 8+, with 24 mate.

	19 R—B sq
20 Q—Kt 7	20 P × B

.....But he has no time to *take* the Bishop. 20..., R—Kt 4 would enable him to at least prolong the contest.

21 Q R—Q sq !	21 R—Kt 4

....Too late. At this stage there was no salvation. If, for instance, 21..., Q—B 4 (avoiding the catastrophe); then there would be another, 22 R—Q 8+ !, K × R; 23 Kt × P+, K—K sq; 24 Q—K 7, mate !

22 R—Q 8+ !	22 K × R
23 Q × R, mate.	

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GAME No. 2,053.

Played at Leeds, October 20th, in a match Leeds *v.* Sheffield. We extract the game and the notes from the *Leeds Mercury Supplement.* Mr. F. P. Wildman's play invariably proves an excellent object lesson for the benefit of the young student.

Evans Gambit.

WHITE. Mr. F. P. WILDMAN (LEEDS).	BLACK. Mr. W. C. TURNBULL (SHEFFIELD).
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—B 4	3 B—B 4
4 P—Q Kt 4	4 Kt × P

.....No doubt merely played for variety. Black could not seriously expect a player of White's calibre to snatch at the defenceless K P, *e.g.*, 5 Kt × K P, Q—K B 3 ! And White has three points to defend: Q × P mate, saving the Kt, and saving the the Q R if Kt moves. Playing 6 P—Q 4 does not do, as the B can safely take it. If the Kt retire to K B 3, Black will take the Q R, and the Q cannot be effectually imprisoned. The move of taking the offered P with Kt is inferior to taking it with B, because the B does not get the opportunity to go to Q R 4, which latterly has become to be considered the best defence to this intricate opening.

5 P—Q B 3	5 Kt—B 3
6 Castles	6 P—Q 3
7 P—Q 4	7 P × P
8 P × P	8 B—Kt 3

.....We arrive now at what is called the "normal" position in the Evans. The moves were acknowledged best on both sides; and it is from this point the numerous variations spring.

9 Kt—Q B 3

Very pretty play usually arises from 9 P—Q 5, Kt—R 4; 10 B—Kt 2, &c. Other moves are available for White here.

9 Kt—R 4

10 B—Q 3

If White play here 10 B—K Kt 5, the variation is known as Goring's Attack. It was very popular a few years ago, and White appears to get the better of the opening, Black finding it difficult to Castle safely.

10 K Kt—K 2

11 P—Q 5	11 Castles
12 B—Kt 2	12 Kt—Kt 3

.....White is preparing to clear the diagonals for his Bishops, and this move is made to prevent P—K 5.

13 Kt—K 2	13 P—K B 3

.....One of the comparatively few instances in which this move is unobjectionable. Here it is a good move. If White is allowed to get Kt—K Kt 3, and no precaution taken by Black to prevent B × Kt P, that move would win. The P—K B 3 possesses two or three good points.

14 Q—Q 2	14 Kt—K 4
15 Kt × Kt	15 P × Kt
16 Kt—Kt 3	16 P—Q B 4

.....This is also good, the idea being to get an advantage on the Queen's wing with the Pawns, and also to get the B to assist on the King's side.

17 K—R sq	17 B—B 2

.....Now the White K has been moved with the intention of throwing up the K B P, the B is wanted here. The game has been played according to book so far, with occasional transposition of moves.

18 P—B 4	18 P—B 5
19 B—B 2	19 P—Q Kt 4
20 P × P	20 P × P
21 R × R ch	21 Q × R

.....White believes the exchange of Rooks to have been injudicious, and that Kt—B 5 instead would have been better.

22 R—K B sq	22 Q—K 2
23 B—B 3	23 Kt—Kt 2
24 Kt—B 5	24 B × Kt
25 R × B	25 P—Q R 4

.....Black is bent on making the assemblage of Pawns a menace to White. Probably 25 R—K B sq would

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have simplified matters, and tended to bring about the natural win in this form of the Evans; that is, by the extra Pawn force on the Queen's wing.

26	Q—B 2	26 R—R 3
27	B—Q 2	27 R—K Kt 3
28	Q—R 7	

This move apparently wins a Pawn. Black's defence is very intricate just here.

		28 Kt—Q 3
29	B × R P	29 Kt × R

.....This loses a piece. Had he played Kt—Kt sq, then 30 B × B, and the K P must fall, owing to the check of the White Q at Kt 8, when Kt × B.

30	P × Kt	

See Diagram

		30 R—Q 3

.....A most critical point of the game. If Black plays 30..., Q—Q R 6, a pretty and long variation ensues, but White wins. Another ingenious move for Black here is: 30..., R × P; 31 K × R, Q—Kt 4 ch; 32 K—B 3, Q—B 5 ch; 33 K—K 2, Q × R P ch; 34 K—Q sq, Q—R 8 ch; 35 B—K sq, Q × P ch; 36 K—B sq, and we prefer White's game.

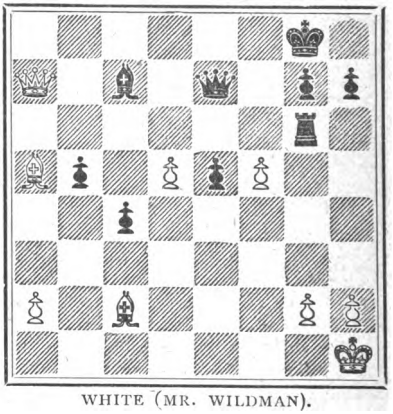
31	B × B	31 R—Q 2
32	Q—R 8 ch	32 K—B 2
33	P—Q 6	33 Q—Kt 4
34	Q—Q 5 ch	34 K—B sq
35	Q—Q sq	35 Q—K 6
36	P—B 6	36 Q—Q 5

.....An ingenious attempt once more to save the game by massing the Pawns. Perhaps 36..., P—B 6 would have been more powerful still, and difficult for White to parry. The game has been a most instructive one and full of points.

37	Q × Q	37 P × Q
38	B—B 5	38 P—B 6
39	B—R 5	39 R × P
40	B—Q Kt 4	40 Resigns.

Position after White's 30th move:—
P × Kt.

BLACK (MR. TURNBULL).



WHITE (MR. WILDMAN).

GAME No. 2,054.

Played in the recent Russian National Tournament.
Two Knights' Defence.

NOTES BY R. TEICHMANN.

	WHITE. A. GONTCHAROFF.	BLACK. D. JANOWSKI.
1	P—K 4	1 P—K 4
2	Kt—K B 3	2 Kt—Q B 3
3	B—B 4	3 Kt—B 3
4	P—Q 4	4 P × P
5	Castles	5 P—Q 3

.....Here, I believe, Kt × P leads to an even game; at least nobody has yet succeeded in proving any advantage for White after 5..., Kt × P; 6 R—K sq, P—Q 4; 7 B × P, Q × B; 8 Kt—B 3, Q—R 4; 9 Kt × P, B—K 2, &c.

6	Kt × P	6 B—K 2
7	Kt—Q B 3	7 Castles
8	B—K 2	8 R—K sq
9	P—K B 4	9 P—Q 4
10	P—K 5	10 B—Q B 4
11	B—K 3	11 Kt—K 5
12	K—R sq	12 Kt × Kt
13	P × Kt	13 B—Kt 3
14	B—Q 3	14 Q—R 5
15	Kt—B 3	

There was no necessity for this retreat. Q—B 3 seems the natural move at this point.

		15 Q—R 4

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16	B × B	16 R P × B
17	B—K 2	

Another "funky" move. White had an excellent position and should have continued with Q—Q 2, to be followed by Q R—K sq, Kt—Q 4, &c.

		17 Kt—K 2
18	Kt—Q 4	18 Q—R 3
19	B—Kt 4	19 P—K B 4
20	B—B 3	20 B—Q 2
21	P—Q B 4	21 P × P
22	B × P	22 Q R—Q sq
23	Q—K 2	23 B—K 3
24	P—B 3	24 P—B 4
25	Kt—Kt 5	25 R—Q 6
26	Q R—Q sq	26 R (K sq)–Qsq
27	Kt—Q 6	27 P—Q Kt 4
28	Kt × Kt P	

Obviously, R × R, P × R, Q × P, was not feasible, on account of B—B 5 winning the exchange.

		28 B—B 2
29	P—Q R 4	29 B—R 4
30	B—B 3	30 B × B
31	Q × B	

A pretty combination; after R × Q, R × R ch, K—B 2, R × R, White would apparently have had the better game.

		31 Q—R 3
32	Q—K 2	32 Q × P
33	Kt—Q 6	33 Q—R 3
34	R—B 3	34 Q—R 7

.....Black takes immediate advantage of White's last weak move, instead of which P—K R 3 should have been played with apparently a winning game.

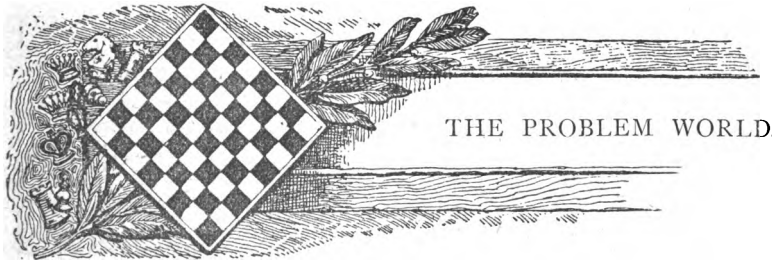
35	Q—B sq	35 R × R
36	Q × R	36 R—Kt sq
37	R—B sq	37 R—Kt 7
38	Kt—B 8	38 R—Q 7
39	Q—R 5	39 Kt—Kt 3
40	Q × P	

Kt—K 7 ch would still apparently have won; if K—B 2, Kt × Kt, P × Kt, P—K 6 ch, and should win.

		40 Q—R sq
41	Q—K 6 ch	41 K—B sq
42	Q—B 5 ch	42 K—Kt sq
43	Q—K 6 ch	43 K—B sq

Drawn game.

.....Black cannot alter his moves, as K—K sq would be answered by Kt—Q 6 ch with a winning game; and White feared, apparently, Kt—R 5 in answer to Q—R 3 (the only move to stop the mate). In fact, the draw appears now to be the legitimate result of this interesting game. But there is no doubt that White had several chances of winning the game.



THE PROBLEM WORLD.

All communications respecting problems must be addressed to Mr. B. G. Laws, 21, Nelson Road, Stroud Green, London, N.

B.C.M. SUI-MATE SOLVING COMPETITION.—In view of the correction we have to make in the score of Mr. Thompson, the prizes in this competition are awarded as follows: 1st, W. H. Thompson; 2nd, "Gibson"; 3rd, P. L. Osborn; 4th, J. J. O'Hanlon. It will be remembered that one

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of the conditions of the Tourney was that in the case of ties, the solver who pointed out most duals should take precedence, hence although the number of points allotted to C. Johnston and J. J. O'Hanlon are equal, the former's solutions were more complete. At the same time the latter is deserving of honourable mention.

ALL-IN SOLUTION TOURNEY.—Score Table :—

	Old Score.	1601	1602	1603	1604	June Totals.
§"East Marden"	131	2	2	2	2	139
‡‡A. C. White	42	2	2	2	2	50
‡C. S. Earle	45	2	2	2	2	53
‡Chas. Johnston	265	2	2	2	2	273
‡W. H. Thompson	214	2	2	2	2	222
**"Gibson"	Cancelled	2	2	2	2	8
††"Beta"	321	2	2	2	2	329
††E. W. Brook	83	2	2	2	2	91
††J. D. Tucker	22	2	2	2	2	30
††P. L. Osborn	378	2	2	2	2	386
†J. J. O'Hanlon	339	2	2	2	2	347
†R. M. Peake	320	2	2	2	2	228
*S. H. Hall	207	2	2	2	2	215
*Capt. G. A. Forde	374	2	2	2	2	382
*J. Y. Fullerton	153	2	2	2	2	161
*E. E. Westbury...	125	2	2	2	2	133
*G. Woodcock	93	2	2	2	2	110
"D.C.T."..	354	...				
C.F.B.		...	2	2	2	2	...	8
A Baker	248	...	2	2	2	2	...	256
H. S. Brandreth	194	...	2	2	−2	2	...	198
G. H. C.	241	...	2	2	2	2	..	249
F. Bonner Feast	24	...	2	2	2	2	...	32
J. W. Malcolm		...	2	2	2	2	...	8
"Cigaro Nicotini	82	...	2	2	2	2	...	90
W. A. Collier	16	. .	2	2	2	2	...	24
T.D.	362	...	2	2	2	2	...	370
O.R.F.		...	2	2	2	2	...	8
D. C. Gregson	36	...	2	2	2	2	...	44
A. J. Head	189	...	2	2	2	2	...	197
F. Kent	356	...	2	2	2	2	...	364
"Selbats"...	295	...	2	2	2	2	...	303
G. Whittle...	59	...	2	2	2	2	...	67

* Previous winners. † Twice winners. †† Winners three times.
** Winners four times. ‡ Winners five times. ‡‡ Winner six times.
§ Winner seven times.

W. H. Thompson writes us that he correctly solved problem 1587. We have referred to his letter and find the omission to credit was ours. His score in the Sui-mate Tourney is consequently 139, and All-in score should read 214. This correction makes Mr. Thompson take first place in the Sui-mate Tourney.

We find in error we penalised G. Whittle 2 points for his solution to No. 1589. We have turned up his papers and see he claims no solution, and substantiates his charge against the position. He is therefore entitled to 5 points beyond the 54 to his credit last month, making 59 carried forward.

P. L. Osborn this month becomes top scorer for the third time.

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ENGLISH SPORTS AND PASTIMES ILLUSTRATED.

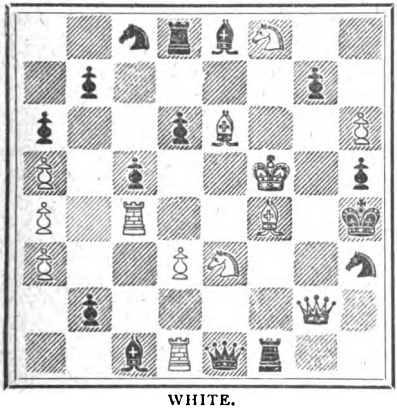
COMPILED BY J. KEEBLE—*(continued)*.

No. 3.—RIFLE SHOOTING.

THE TARGET.

By S. LOYD.

BLACK.



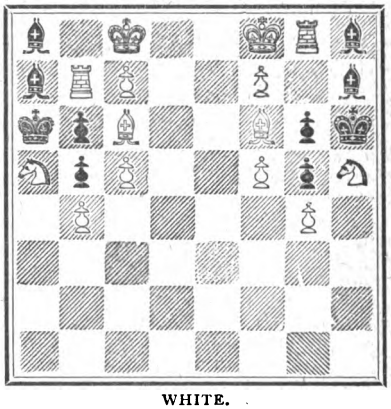
WHITE.

Either White or Black to play and mate or sui-mate in two moves.

THE BULLETS.

By J. KEEBLE.

BLACK.



WHITE.

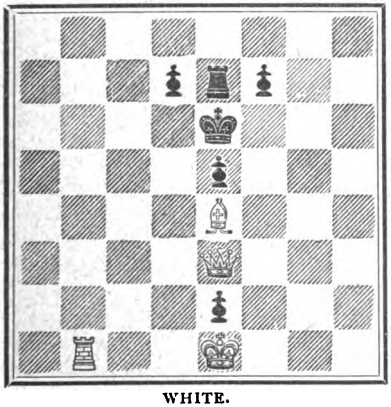
Two problems: In each White mates in two moves.

No. 4.—CROQUET.

THE MALLET.

By L. W. MUDGE.

BLACK.



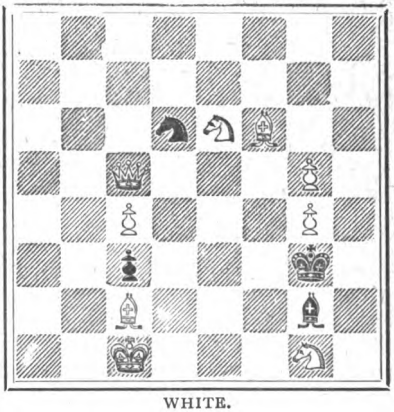
WHITE.

White mates in three moves.

THE HOOP.

By M. SCHOUMOFF.

BLACK.



WHITE.

White mates in three moves.

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FACTS AND TRIFLES.—Synthetic construction was a form of amusement much appreciated by the readers of the late Professor Brownson's *Chess Journal* (America). Since the demise of this periodical we have heard little of this form of recreation, but the *Boston Post* (U. S. A.) has revived the idea with the following proposition. With eleven pieces, viz.: White—King, Queen, two Bishops, Knight, and Pawn; Black—King and four Pawns, construct a two-move problem with the appended complete solution:—1 B—K 3, K—B 4; 2 Q—B 4 mate. If 1..., K—K 5; 2 Q—Kt 2 mate. If 1..., P—B 4; 2 B—Kt 7 mate. If 1..., P—Q 6; 2 Q × P mate. If 1..., P × B; 2 Q—B 4 mate. If 1..., P—K 5; 2 Q—R 5 mate. The problem must of course be sound and have no duals. Perhaps some of our problemists would like to "take a hand" at this game, if they do, we will assure them they have an easy task. With the information provided nothing more is wanting to produce the exact position required. Doubtless if the idea met with any popularity, some curious and delusive propositions might be propounded to test ingenuity of resource to its fulness.

There are fads which some people humour so much that in time they become to them veritable men of the sea. We find this exemplified specially with composers of uncertain rank, whilst even experts are at times prone to weaknesses edged with eccentricity. It is not well to focus one's ability and ingenuity perpetually upon one object, since before long it will pall upon one and all. We have had a peculiar instance recently in connection with a composer (whose sanction to refer to the subject without disclosing his name we have obtained) with an admitted abhorence of short mates. To him they appear to be worse defects than duals, and little short of ruination to a problem. He sent us a two-mover, accompanied by detailed solution, with the amusing "author's note" underlined, "No short mates"! It may not easily be conceived how such a thing could be possible in a two-er, but the irony of the affair is that he unconsciously belied his statement, as there was a mate on the move. It therefore seems possible that even a two-mover may have a short mate! Strange things happen at chess!!

We learn that Mr. S. S. Blackburne, of New Zealand, a competent writer on matters concerning problems and their construction, has published an eight-page pamphlet entitled "Problem Terms and Characteristics." The object of the little brochure is the explanation of technical expressions used in connection with the construction and solution of problems. It is issued we understand from the office of the *Canterbury Times* (of which Mr. Blackburne is the chess editor), and its price is twopence.

At the beginning of last month the *Leeds Mercury* commenced the publication of the positions of its new Problem Tourney with "A record breaker," the problem is as follows: 8 / 8 / 2 kt 1 kt 1 p 1 / 1 Kt 1 k 1 Kt p 1 / b 5 p 1 / B P 3 P P 1 / 2 P 1 P 3 / 3 K 4 /. Mate in two.—The instalment of three problems quite breaks record. The problem just quoted justifies its motto, but the second, "Sweet idleness," should be compared with an 1885 position published in a Sussex paper: "Sweet idleness."—4 R 3 / 1 K Kt 1 kt 3 / 4 p 3 / 7 kt / 4 k 1 P 1 / 8 / 2 P 2 Q

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2 / B 6 b /. Mate in two. By B.G.L. (1885).—3 R 4 / K 2 kt 1 B 2 / 3 p 4 / 5 p 2 / b 2 k 1 P 2 / 1 p 1 Kt 1 P 2 / 1 P 2 Q 3 / 6 b 1 /. Mate in two. The third problem, "Nil Desperandum," is not quite such a clear case, but is worth noticing. "Nil Desperandum."—3 kt B 3 / 7 Q / R 1 p 1 p 3 / P 2 k 4 / 3 p Kt 1 Kt 1 / 1 K 6 / 6 P 1 / 8 /. Mate in two. By Rudolf L'Hermit (published in the *Magdeburgischen Zeitung* in 1886).—7 Q / 2 p 1 p 3 / 2 P k 4 / 1 K 1 p 2 Kt 1 / 8 / 6 P 1 / 8 / 8 /. Mate in two.

We have pleasure in quoting the second prize problem in the *Sydney Morning Herald* Tourney (referred to last month), by our contributor, Dr. J. J. O'Keefe, of New South Wales. 4 Kt 1 Q 1 / 7 kt / 3 B R 3 / 1 B 3 k 1 q / K 2 p 2 p 1 / 8 / 3 kt P 3 / 4 b Kt 1 b /. Mate in two.

SHINKMAN RISES TO EXPLAIN HIS VIEWS.—Our Canadian contemporary, *Checkmate*, is rendering its pages quite attractive to problemists. The May issue contained an interesting contribution on a small feature in two-move construction by Mr. J. C. J. Wainwright, which, like the generality of his writings is in a style pungent with native originality. This article calls forth in the June number a letter from Mr. W. A. Shinkman, which appears to us to be fittingly characteristic. The passage in this letter which strikes us more than any is the following:—"Referring to Brother Wain-"wright's slight allusion to the different schools of chess problems, I wonder "whether any significance is intended to be attached to his mention of "them. Does he place the English school at the head, and are we to infer "that it is desirable to cater to the English cult, and that the English "through their problem work, are the best exponents of that which is "scientific, artistic, complex, and beautiful in chess problems? I ask the "question incidentally and simply out of curiosity, as I have no desire to "enter into a discussion of the merits of the different schools, for I care "little about 'schools,' never having so far as I am able to discover, profited "or in any way been benefited by any expressed rules governing the "construction of chess problems."

The above extract materially confirms the impression which we have not been alone in feeling that this composer, as occasion requires, breathes contempt for all recognised rules of composition. There are times, however, when he pays marked respect to those laws of construction, which in the course of time have become a necessity. They are practically indispensable in regulating the process of composing, in order to obtain the most scientific and artistic results. Mr. Shinkman shines no better than when he adheres to the rules which have been framed and suggested by the many composers who have given study to the subject.

Notwithstanding Mr. Shinkman's nonchalance for the art as it is universally recognised, he seems to indulge in some fixed views of his own regarding economy and beauty. We quote his words, which at sight may seem conflicting, but possibly it is because the distinctions drawn are not obvious enough. He expresses his preference for a certain problem and says, "*economy* and *beauty of position*, while at all times desirable elements in a chess problem, should never be sought at the expense of *idea* and *point*."

Here it will be seen that national temperament has found an abiding place in the mind of perhaps the most versatile composer of the world.

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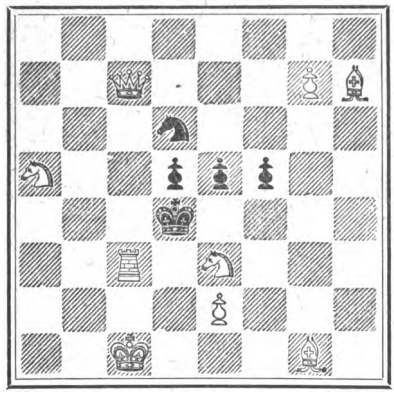
The American clamours for piquancy and point, no matter how secured, and we know many will take sides with us in saying that this craving for weird sensations or acicular impressions is in most cases absolutely antagonistic to the natural aims of the artistic composer. We are convinced it is far better to allow one's notions to be toned down by the experience and consequent convictions of well tried masters than to be biassed by blind impulse. Originality is a splendid quality to cultivate, but it must not be confounded with displays of personal peculiarity. We do not in the least degree detract from our admiration of Mr. Shinkman as a composer; he is one of those geniuses whose judgment as to how far defiance to accepted standards can be carried is fairly safe, but it cannot be expected that all composers can check themselves at the critical point, and little can be achieved beyond failure in encouraging beginners to follow their own independent sentiments.

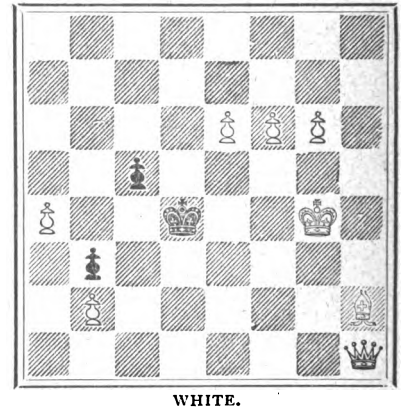
FOOTBALL AND FIELD.—The half-yearly problem competition has resulted this time in the two capital problems given below being proclaimed by the adjudicator as the best in each section respectively.

By E. J. WINTER-WOOD, Paignton.
BEST TWO-MOVER.
BLACK.



WHITE.
Mate in two.

By G. J. SLATER, Bolton.
BEST THREE-MOVER.
BLACK.



WHITE.
Mate in three.

Without desiring to cast any aspersion upon the author of the two-mover, we think it not only interesting but right that we should quote an old problem by the late Mr. James Pierce. Had the judge known of the existence of the latter position, we feel sure some other problem would have taken the prize. Mr. Winter-Wood we know would not have submitted his problem as his entire production had he become aware of the facts.

By J. Pierce (*Chess Chips*, 1878).—8 / 2 Q 5 / 3 kt 4 / 3 p p 3 / 3 k 4 / 1 p R 1 Kt 3 / 1 Kt 3 B 2 / 2 K 5 /. Mate in two.

THE LATE A. C. VASQUEZ, OF HAVANA.—As stated last month, we give here two specimens of this composer's problems.

8 / 1 Kt 6 / 2 kt 1 B 3 / 6 P 1 / 3 p k p 2 / 1 P 3 R 2 / 5 P 1 B / Q 3 K 3 /. Mate in two.

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8 / 6 p B / 5 P 2 / 4 P R 2 / p 1 P 1 k 3 / Kt 1 P 5 / 4 p 3 / 4 B 2 K /. Mate in three.

THE LATE R. L. HODGSON, OF MELBOURNE.—Last month the announcement of the death was made in our magazine of this well-known Australian player. He was a composer of fair skill, but not very prolific. The subjoined two problems are good illustrations of his work.

K 1 B 5 / 4 kt 2 kt / 1 Kt p 4 P / 2 p 1 k 3 / 4 p R 1 p / 4 B 3 / 8 / 6 Q 1 /. Mate in three.

7 b / 5 Q kt K / 2 p 2 Kt 2 / 2 p p 4 / 1 Kt 1 k 2 B 1 / p 7 / 5 P 2 / 4 B 3 /. Mate in three.

NEW YORK CLIPPER.—The 23-move Sui-mate Competition, to celebrate the publication of the 2,300 problem of this journal, has just been concluded. The judge, Mr. G. E. Carpenter, must have had a brain-splitting task to solve and test all the entries. His work as an adjudicator was not quite so difficult, because an alarming percentage of the entries were found solvable in less than the given number of moves. The four prizes were awarded to: 1, P, Richardson, of Brooklyn; 2, Otto Wurzburg, of Grand Rapids; 3, W. A. Shinkman, of Grand Rapids; and 4, G. C. Reichhelm, of Philadelphia; all masters at long drawn suicidal strategy. "Miron," the chess editor, is immensely pleased at the success of his celebration collection. If he is elated and the competitors satisfied, all should be contented, as it was a daring enterprise.

The Jubilee Problem Tourney of the *Canterbury Times* has been completed. It was held in honour of the fiftieth anniversaries of the foundations of the province of Canterbury, N.Z., and of the *Lyttleton Times*, the daily paper for which the *C.T.* serves as a weekly edition. There were two competitions, one for two-ers and the other for three-ers, open only to New Zealand composers. Altogether 60 problems were entered of good average merit. The prizes in the three-move section have been awarded to: 1, F. A. L. Kuskop, Wellington; 2 and 3, Edward Samuel, Tauranga, and F. A. L. Kuskop (equal); 4, Thos. Kinsella, Inglewood, Taranaki. We will give these positions next month, when we hope to have the particulars of the result of the two-move section. An experimental departure in the system of adjudication was adopted, to which we will make future reference.

SOLUTIONS AND CRITICISMS.

By Mrs. Baird (p. 222).—1 Q—K sq, P—B 7; 2 Q—K 2 ch, &c. If 1..., K x P; 2 Kt (Kt 6)—K 7 ch, &c. If 1..., K—Q 6; 2 Q—Q sq ch, &c. If 1..., K—Kt 4; 2 Kt—Q 6 ch, &c. An easy three-mover, as the Queen is brought well into the play, as it must of necessity be to make itself felt. The play is not handsome, but the mates are pretty, though there is only one truly economical. Solved by R. M. Peake, H. S. Brandreth, A. C. White, Capt. G. A. Forde.

By Mrs. Baird (p. 223).—1 Q—Q Kt 2, &c. A nice little two-er. The key move is a very fair one, and the mates pleasing, whilst that after 1..., P x B is capital. The variety is not great but consonant throughout. Solved by R. M. Peake, H. S. Brandreth, A. C. White, G. Woodcock, Capt. G. A. Forde.

By H. F. W. Lane (p. 224).—1 Kt—K 4, &c. We take advantage of quoting the reviews of one of the judges of these Tourney problems. Mr. Hume writes:—"A highly artistic threat problem, with a remarkably good key-move. It is not difficult to

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solve, the chivalrous nature of the key making it one quickly suggested to the artistic mind. Economy has been studied throughout and the pieces are all well poised; cooks, some of which must have been very difficult to avoid, being neatly prevented without the least extraneous force. The greater perfection in this problem something more than counter-balances the greater difficulty of the second prize two-mover." Solved by R. M. Peake, J. D. Tucker, T.D., H. S. Brandreth, C. Johnston, Capt. G. A. Forde, E. W. Brook, G. Whittle.

By A. F. Mackenzie (p. 224).—1 Kt—R 6, B—Kt 6; 2 P—Kt 4, &c. If 1..., K—K 3; 2 Q—R 5, &c. If 1..., K—B 5 or P—B 8; 2 R—K B sq, &c. If 1..., B—Kt 8; 2 Q × B, &c. If 1..., P—Kt 4; 2 Q—R 5 ch, &c. If 1..., P—Q 8 Queens; 2 Q × Q ch, &c. Mr. Hume says of this:—"Theoretically this problem has not a good key move, but practically it is not so easy as one might expect from the nature of the key. The Kt is out of play but so is the Q, and one vacillates between the two. It is not impossible to try the right move and pass on to something else. Throughout, White works with a gentle hand, and the beautiful and economical mates are numerous. It came as a surprise to find it was a 'block.'" Solved by R. M. Peake, J. D. Tucker, A. C. White, C. Johnston, Capt. G. A. Forde, E. W. Brook, G. Whittle.

By E. E. Westbury (p. 225).—1 P—Q 6, &c. Mr. Hume remarks:—"A deeply laid plot, well carried out. The key move is difficult to find, giving the Black King liberty. The combination of both difficulty and liberty is all the more meritorious, and the beauties of the resulting mate when the King does move are doubly appreciated because unexpected, and the direct result of the actual solution of the problem." Solved by R. M. Peake, T.D., A. C. White, Capt. G. A. Forde, G. Whittle.

By P. G. L. Fothergill (p. 225).—1 B—R 2, &c. Mr. Hume's criticism is: "A rather difficult 'block,' with splendid variations and well hidden key. The latter, however, possesses little point, and this is, indeed, the real cause of the difficulty in finding it. The problem, however, bears the imprint of a skilful hand, and it is undoubtedly a clever problem." Solved by R. M. Peake, A. C. White, Capt. G. A. Forde, G. Whittle.

By P. F. Blake (p. 225).—1 Kt—K 2, K—Q 4; 2 B—B 4 ch, &c. If 1..., K—B 4; 2 B—Q 3 ch, &c. If 1..., B—K 4; 2 Q—Kt 7 ch, &c. If 1..., B × P; 2 Kt × B ch, &c. If 1..., P × P or others; 2 Kt—Kt 3 ch, &c. Mr. Hume reviews this as follows:—"An elegant problem, specially conspicuous for pure and economical mates. The restraint-removing character of the key move is good, although the position of the Kt makes the solver feel instinctively that that is the right piece to move." Solved by R. M. Peake, T.D., A. C. White, Capt. G. A. Forde, G. Whittle.

By A. F. Mackenzie (p. 225).—1 K—R 5, Kt × P; 2 Q × Kt ch, &c. If 1..., Kt—B 4; 2 Q—K 4 ch, &c. If 1..., Kt—K 5; 2 Q × Q P ch, &c. If 1..., Kt—Kt 5; 2 K × Kt, &c. If 1..., Kt—B 2; 2 Kt × Kt ch, &c. If 1..., Kt × Kt; 2 B—Kt 2 ch, &c. If 1..., any other; 2 Kt—B 4 ch, &c. Mr. Hume's summing up of this well varied problem is:—"A subtle, deeply-laid strategem, rich in Queen sacrifices and beautiful mates. There are blemishes—a dual, two short mates, and an inartistic exterior—but somehow these seem to shrink smaller and smaller each time the beautiful variations are examined. The key move is very difficult. Obviously a 'threat' problem, one looks for a strong key, whereas the right move at first sight appears to lead to nothing." Solved by R. M. Peake, A. C. White, Capt. G. A. Forde, G. Whittle.

By G. Heathcote (p. 225).—1 K—K 6, &c. The idea of this problem apart from being most uncommon, is ingenious in the extreme, and its manipulation is excellent. Allowing Black to give a double check is most difficult to master when that double check is only made possible by the key move. Here we have a threat problem with this marked idea and five lines of play, an achievement quite remarkable. The position to which we made reference when giving Mr. Heathcote's problem is a two-er, by J. Paul Taylor, but as we mentioned it necessitated a capturing key move. In case some of our readers have not seen the earlier problem, we quote it now. By J. Paul Taylor,—3 Kt 4 / 8 / 6 p 1 / R 1 Kt k 1 b Q 1 / 4 kt B 2 / 3 p K 3 / 3 R 1 p 2 / 5 B 2 /. Mate in two. Key move: 1 K × P. It will be seen Mr. Heathcote's problem is vastly superior, and consequent upon the splendid key has a justifiable claim to novelty. Solved by R. M. Peake, F. Bonner Feast, J. D. Tucker, A. Baker, J. J. O'Hanlon, T.D., A. C. White, C. Johnston, G. Woodcock, J. Y. Fullerton, E. W. Brook, G. Whittle, C.F.B.

"Nimm und Lose" (p. 226).—1 Q—B 8, K × Kt or K—K 6; 2 Kt—B 4 ch, &c. If 1..., P × B; 2 Kt—B 3 dbl. ch, &c. If 1..., P—Kt 5; 2 Kt—K 2 ch, &c. If 1..., any other; 2 Kt—B 4 dis. ch, &c. Solved by R. M. Peake, A. C. White, G. Woodcock, G. Whittle.

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By G. Heathcote (p. 226).—1 Kt—K B 3, Kt—Q 5; 2 Kt—Q 2 ch, &c. If 1..., P—R 4; 2 Kt—Kt 5 ch, &c. If 1.., Kt×B; 2 Kt—B 3 dbl. ch, &c. If 1..., K× Kt; 2 Q—B 5 ch, &c. If 1..., K—Q 6; 2 Q—B 4 ch, &c. If 1..., any other; 2 Q—Kt 4 ch, &c. Comment on these two problems is hardly necessary. The object of presenting them is to call attention to their similarity, which comparison is not favourable to "Nimm und Lose." The key to Mr. Heathcote's problem is not quite so happy as that of the other, but it has the pretty feature of the sacrifice of the Queen. Solved by R. M. Peake, A. C. White, G. Woodcock, G. Whittle.

By J. Fridlizius (p. 226).—Our notation was at fault, so we repeat the position—kt 4 R 1 2 / b 3 Kt 1 B p / 1 p P 1 p Kt 1 p / 4 k 3 / 2 p 2 p 1 K / 8 / 3 Q P 1 P 1 / q 2 b 1 r 1 kt /. Mate in three. Key move: 1 P—Kt 4, &c.—see December number, page 512. Solved by A. C. White, G. Woodcock, G. Whittle.

By W. A. Shinkman (p. 227).—1 B—R 3, Q—R 6; 2 Q—Kt 4 ch, Q×Q; 3 P—Kt 3 ch, &c. If 1..., Q—R 3, R 7, or Kt 6; 2 Q—B 4 ch, &c. If 1..., Q—R 2, R 8, Q 2, or Q 8; 2 Q—Q 4 ch, &c. If 1..., Q—R sq. K sq; 2 Q—Q 4 ch, Q—K 5; 3 Q—B 6 ch, &c. If 1..., Q—K 5; 2 Q—Q 5, &c. We will leave the judges of our tourney to come to their own conclusions as to whether T.P. No. 31 (Motto: "E.N.R.") too closely resembles this position to be mulcted in points for want of originality or thrown over entirely. Mr. Shinkman's four-er is certainly a fine one, but the difference in the number of moves has to be taken into account. Solved by R. M. Peake, T.D., A. C. White, G. Woodcock, G. Whittle.

By J. F. Moon (p. 227).—1 Kt—K 5, &c. This is a capital little two-er, and perhaps the best we have seen by this composer. The key is an unusual one, and in good style. Soldved by R. M. Peake, J. D. Tucker, A. C. White, G. Woodcock, G. Whittle.

By Herr Breede (p. 227).—1 Kt—Q 6, &c. The position is virtually identical with Mr. Moon's. There is this difference—the latter problem is a "threat" whilst Herr Breede's is a "block." Solved by R. M. Peake, J. D. Tucker, A. C. White, G. Woodcock, G. Whittle.

No. 1601, by Baron Wardener.—1 Q—K 8, &c. A pretty idea, but seeing that it is not new we think more variety should have been worked in, consistently of course with the objects as illustrated. The White Pawn at Q 6 seems to be needed to stop a cook by 1 Q—Kt 8, a prettier key than the author's, but doubtless it was considered that some of the prettiness would be lost because at K 8 the Queen is placed *en prise* to two pieces, the resulting mates on capture being economically pure. The White Kt could be substituted by a White Pawn at K B 3.

No. 1602, by H. Greenwell.—1 B—B 6, &c.—A neat little arrangement. The position of the Bishop indicates the key: it would have been much better posted at Q Kt 5, and the composer we think might have given it a trial. Two of the mates are good.

No. 1603, by W. A. Clark.—1 Kt—B 3, &c. A very fair problem. Key move first class, and some pretty points in the play, though there are only four mating moves. The Pawn arrangement is curious, but the composer had to face difficulties in the way of stamping out duals. "Selbats" has directed our attention to a curious point, *i.e.*, if P× P *en pass.* is allowed, then 1 K P×Q P *en pass.*, and mate next move with Rook. He does not claim this as a solution, and of course it could not be allowed.

No. 1604, by Dr. J. J. O'Keefe.—1 R—K 7, &c. The mates in this position are in some cases pretty. The key is passable but easily detected owing to the threat of 1..., B×R. The liberty of the King and the mate with the triple pin are its best features, though we should have felt inclined to give up the latter point and secured another mate by a process of board turning, viz., 3 K 4 / 4 Kt 3 / B 2 R p 3 / 3 kt k 1 Kt 1 / 1 P 3 b 2 / 4 r 1 R 1 / 7 Q / 6 B 1 /. Mate in two. 1 R—Kt 4.

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PROBLEMS.

No. 1613.

By DR. J. J. O'KEEFE,
Kogarah.

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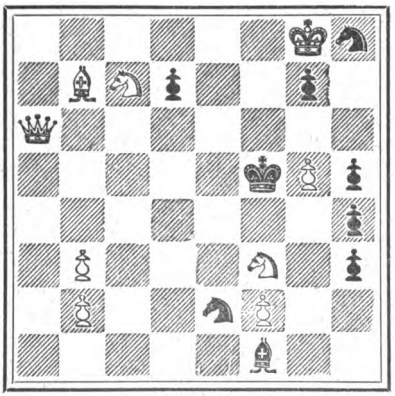

WHITE.

White mates in three moves.

No. 1614.

By A. C. WHITE,
New York.

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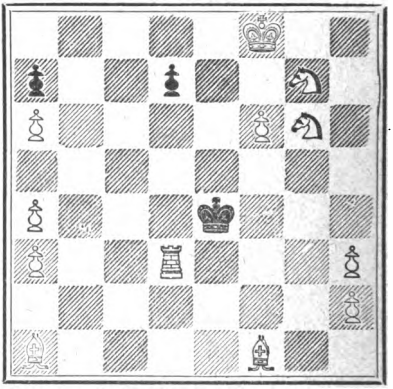

WHITE.

White mates in three moves.

No. 1615.

By G. E. CARPENTER,
Tarrytown, U.S.A.

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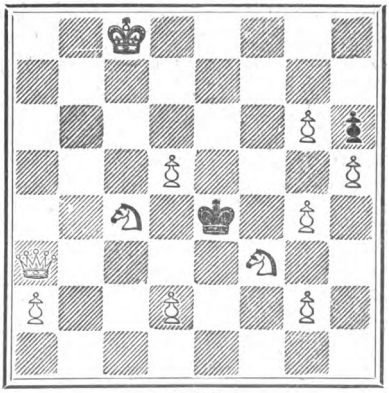

WHITE.

White mates in three moves.

No. 1616.

By W. FINLAYSON,
Edinburgh.

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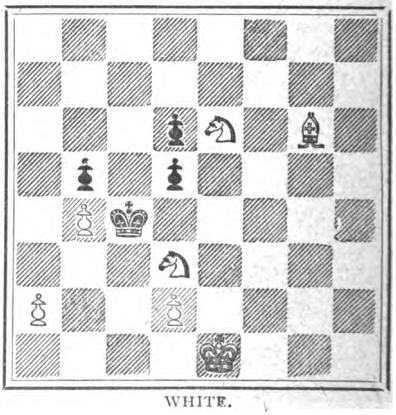

WHITE.

White mates in four moves.

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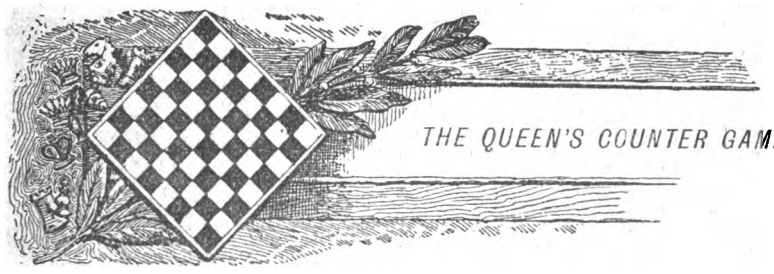
BRITISH CHESS MAGAZINE.

AUGUST, 1901.



THE QUEEN'S COUNTER GAMBIT.

REGARDING the reply to the Queen's Gambit, *i.e.*, 1 P—Q 4, P—Q 4; 2 P—Q B 4, of 2..., P—K 4, the recently published book of the Munich Chess Tournament, 1900, contains a good deal of instructive annotation from the pen of Herr K. Schlechter, of Vienna. He states that an analysis of this defence, undertaken by some of the Masters at the Munich Tournament, resulted in their coming to the conclusion that after 3 P × K P, P—Q 5, the best line of continuation was 4 P—Q R 3, Kt—Q B 3; 5 P—K 3. This was adopted in the following little game, Cohn *v.* Wolf, and the continuation was—

Position after Black's 3rd move:—

P — Q 5.

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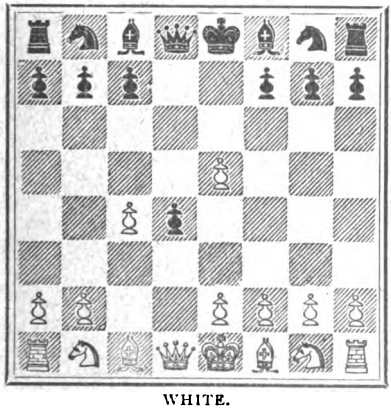

WHITE.

WHITE.	BLACK.
5 ———	5 B—K B 4
6 Kt—K B 3	6 P × P
7 Q × Q ch	7 R × Q
8 B × P	8 K Kt—K 2
9 Kt—B 3	9 Kt—Kt 3
10 B—K 2	

Herr Marco here remarks that 10 Kt—Q Kt 5 was richer in prospects.

	10 P—Q R 3
11 Castles	11 K Kt × P
12 Kt × Kt	12 Kt × Kt
13 B—K B 4	13 P—K B 3
14 B × Kt	14 P × B
15 B—B 3	15 P—B 3
16 K R—K sq	16 B—Q 3

And a Draw was agreed to.

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Herr Schlechter, however, was apparently not one of the committee of experts who came to this conclusion, for he condemns it in his annotations, and in the game Burn *v.* Cohn he says that "the best and surest counter-game for White against this dangerous gambit is 4 Kt—K B 3, Kt—Q B 3; 5 P—K Kt 3, although White thereby will hardly be able to keep the Pawn." In fact in annotating one of the games in the Haupt-turnier, Dr. Mannheimer *v.* Dr. Olland, he says regarding 4 P—Q R 3, "This continuation was also introduced in the Master Tournament. It appears, however, not to be able to give any advantage to White." Black continued 4..., P—Q R 4 (in order to assure Black of the square Q B 4 for his Bishop); 5 P—K 3, Kt—Q B 3; 6 P × P, "this is bad; the best is 6 Kt—K B 3; it is true that Black would then sooner or later win back the Pawn. 6 P—K B 4 would be doubtful on account of the frightful looking breaking up of both wings." Black continued 6..., Q × P; 7 Q × Q (Q—Q 3 was best). Kt × Q; 8 K—Q sq (forced), Kt—Q B 3; 9 R—R 2, B—K B 4; 10 Kt—Q 2, Castles Q R, and wins.

Readers of the *B.C.M.* will be familiar with the game between three Russians consulting against Lasker at Moscow, when White played in the position diagrammed, 4 P—K 3, whereupon Lasker got the advantage by the deep combination 4..., B—Q Kt 5 ch; 5 B—Q 2, P × P; 6 Q—R 4 ch, Kt—B 3; 7 B × B, Q—R 5!; 8 Kt—K 2, Q × B P ch, &c.

Schlechter put his idea to the test in the game Schlechter *v.* Cohn, as follows:—

GAME No. 2,055.

WHITE.	BLACK.
1 P—Q 4	1 P—Q 4
2 P—Q B 4	2 P—K 4
3 P × K P	3 P—Q 5
4 Kt—K B 3	4 Kt—Q B 3
5 P—K Kt 3	5 B—Q B 4
6 P—Q R 3	6 P—Q R 4
7 Q Kt—Q 2	7 B—K Kt 5
8 B—K Kt 2	8 B—R 2
9 Castles	9 K Kt—K 2
10 P—K R 3	10 B—K B 4
11 P—K Kt 4 (?)	11 B—K Kt 3
12 Kt—K sq	12 P—K R 4!
13 P—Kt 5	13 Kt × P
14 Kt—K 4	14 Kt (K 4)—B 3
15 Kt—K 3	15 Kt—B 4

.....Premature, annotates Schlechter, Castles was better.

16 Kt (K 4)—B 5	16 B × Kt

.....Forced.

17 Kt × B	17 Q—B sq

.....Now Black has got into difficulties.

18 Q—Kt 3	18 Q R—Kt sq
19 B—K B 4	19 Castles
20 Q R—Q sq	20 Kt—Q sq
21 P—K 4	21 P × P *e.p.*
22 P × P	22 Kt—R 5
23 Kt—Q 7	23 Kt × B
24 K × B	24 B—B 4
25 Q—Kt 5	25 B × Kt

.....Or 25..., B—K 5 ch; 26 K—R 2, B—B 3; 27 Q—K B 5.

26 R × B	26 Kt—K 3

Or 26..., P—Q B 3; 27 Q—K B 5, P—K Kt 3; 28 Q—Q 3.

27 P—Kt 6	27 P—Q B 3

.....Unfavourable would be the following: 27..., Kt × B ch; 28 R × Kt, B P × P; 29 Q—Q 5 ch, K—

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R 2; 30 Q—Q 4, R—K Kt sq; 31 K R—B 7, &c. Or 27.., B P×P; 28 Q—Q 5, Q or R—K sq; 29 B—K 5.

28	Q×K R P	28 B P×P
29	Q—Q sq	29 Kt×B ch
30	R×Kt	

If P×Kt, then R—Q sq.

		30 R×R
31	P×R	31 Q—K B sq
32	Q—Q 4	32 R—K sq !

.....Best. Black gives up the Pawn in order to force the exchange of Rooks, and thereby free his game from the continual threat of mate at K Kt 2.

33	R×Q Kt P	33 R—K 2
34	R×R	34 Q×R
35	Q—K 5	35 Q—Q sq
36	Q—K 6 ch	

Draw agreed.

White has indeed a Pawn more, but on account of his denuded King's position cannot force a win.

These notes are by Herr Schlechter.

D. Janowski adopted against G. Maroczy the continuation—

	WHITE.	BLACK.
4	P—K 4	4 Kt—Q B 3
5	B—K B 4	5 K Kt—K 2
6	B—Kt 3	6 P—K R 4
7	P—K R 3	

P—R 4 is better.

		7 P—K Kt 4
8	P—K R 4	8 P—Kt 5
9	Kt—Q 2	9 Kt—Kt 3
10	P—K B 4	10 B—K 2
11	B—Q 3	11 Kt×R P
12	Q—K 2	12 Kt—Kt 3
13	P—K 6	13 P—R 5

.....If P×P, 14 P—K 5.

14	Q×Kt P	14 B×P
15	P—K B 5	15 B—B sq
16	B—R 2	16 Kt—K 4
17	Q—K 2	17 Kt×B ch
18	Q×Kt	18 Kt—Kt 5
19	Q—Q Kt 3	19 P—R 4
20	Kt—R 3	20 P—Q R 5
21	Q—Q sq	21 Kt—Q 6 ch
22	K—B sq	22 Kt×K Kt P
23	Q—K Kt 4	23 R—Q R 3
24	Kt—K B 4	24 K—B sq
25	Kt—Q 5	25 R—Q B 3
26	B—K 5	26 R—Kt sq
27	Q—R 5	27 B—Kt 4
28	Kt—K B 3	28 Kt×B P
29	P—B 6	29 Kt—K 6 ch
30	Kt×Kt	30 B×Kt
31	R—Q sq	31 B—Kt 5
32	Q×R P	32 B×Kt
33	P×B	33 R—B 7
34	B×P	34 Q—R sq
35	R—Q 3 ?	

By this gross blunder White throws away the game, which by means of the problem-like move of 35 B—R 7 might still be held, *e.g.*, 35 B—R 7, B×B; 36 Q—R 6 ch, K—K sq; 37 Q—Kt 7, R—B sq; 38 Q×R ch, K×R; 39 R—R 8 mate.

		35 Q—R 3
36	Resigns.	

From the position diagrammed the game Burn *v.* Schlechter was continued—

	WHITE.	BLACK.
4	P—K 4	4 Kt—Q B 3
5	P—K B 4	5 P—K Kt 4 !

.....A novelty; Cohn played in the same position against Burn 5..., B—Q B 4; 6 P—Q R 3, P—Q R 4; 7 Kt—K B 3, B—K Kt 5; 8 B—Q 3, P—B 3; 9 P×P, Kt×P; 10 P—K R 3, B×Kt; 11 Q×B, Castles; 12 Castles, Q—K 2; 13 Kt—Q 2, Kt—Q 2; 14 Q—K 2, Q—R 5; 15 P—K 5, Q R—Q sq; 16 Kt—K 4, and White won.

6	B—Q 3	

Better is 6 Kt—K B 3; 6 P×P is

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not good, on account of 6..., B—Kt 5 ch; 7 B—Q 2, Q × Kt P.

	6	P × P
7	B × P	7 K Kt—K 2
8	B—Kt 3	

If 6 Kt—K B 3, then B—Kt 5.

	8	Kt—Kt 3
9	Q—R 5	9 B—Q Kt 5 ch
10	K—K 2	

Better than 10 Kt—Q 2, whereupon B × Kt ch, followed by Q—K 2 would follow.

	10	B—K 3
11	Kt—K B 3	11 Q—Q 2
12	P—K R 3	12 B—K 2

.....Threatening Kt—Q Kt 5 and Kt × B.

13	P—R 3	13 Kt—Q R 4
14	Q Kt—Q 2	14 P—Q B 4
15	K R—Q B sq	15 Kt—B 3
16	K—B 2	16 K R—Kt sq

.....Which prevents the White King's intended movement over Kt sq to R 2, as if K—Kt sq, then B × R P.

17	P—Q Kt 3	17 Castles
18	B—R 2	18 Q R—B sq
19	R—K Kt sq	19 Q—Q sq
20	K—K 2	20 Kt—K R 5
21	Kt × Kt	21 B × Kt
22	Kt—B 3	22 B—Kt 6
23	B × B	23 R × B
24	Q—R 6	24 Q R—Kt sq
25	K—B 2	25 Q R—Kt 3
26	Q—B 4	

If 26 Q × R P, Kt × P; 27 Kt × Kt, Q—B 3 ch; 28 Kt—B 3, Q—B 5, and wins.

		26 Q—Kt sq
27	B—B sq	27 B × R P
28	P × B	28 R × Kt ch
29	K × R	29 R × R
30	P—K R 4	30 K—Q sq
31	P—Q Kt 4	31 Q—Kt 5 ch
32	Q × Q	32 Kt × K P ch
33	K—B 4	33 Kt × Q
34	R—Q R 2	34 R × B ch
35	K × Kt	35 P—Kt 4
36	P × P	36 P—B 5
37	R—Q 2	37 P—Q 6
38	P—R 4	38 K—K 2
39	P—R 5	39 P—B 6
40	R × P	40 P—B 7
		And wins.

In a later game, Mr Burn *v.* Herr Halprin adopted the continuation—

	WHITE.	BLACK.		
4	P—Q R 3	4 P—Q R 4	16 R—B sq	16 R—Q sq
5	Kt—K B 3	5 B—Q B 4	17 B—B 4	17 Q × Kt P
6	Q Kt—Q 2	6 Kt—Q B 3	18 Castles	18 B × R P
7	Kt—Kt 3	7 B—R 2	19 Kt—Kt 5	19 Kt—Q 4
8	P—B 5	8 B—K Kt 5	20 P—K 6	20 Q—B 3
9	B—K Kt 5	9 Q—Q 4	21 P × P ch	21 K—K 2
10	Q Kt × P	10 Kt × Kt	22 Q R—Q sq	22 Kt × B ?
11	Q—R 4 ch !	11 Kt—Q B 3	23 P × Kt	23 R × R
12	Q × B	12 B × P	24 R × R	24 B—Q 3
13	B—B 4	13 K Kt—K 2	25 R—K sq ch	25 K—Q sq
14	P—K 3	14 P—K R 4	26 Kt—K 6 ch	26 K—B sq
15	Q—R 3 !	15 Q—Kt 6	27 Kt—B 8 ch	27 Resigns.

Showalter *v.* Wolf adopted the continuation 3 P × B P without success. White can also decline the Gambit by 3 P—K 3, but Schlechter declares in annotating game No. 155 that 3 P × K P is by far the best.

R. F. B. JONES.

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THE KING'S GAMBIT.

(See pp. 229 and 275.)

1 P—K 4, P—K 4; 2 P—K B 4, P × P; 3 Kt—R 3.

After reading the two articles on this new debut, I have come to the conclusion that White's best chance is to play a bold game—give up a second Pawn and depend upon a rapid development—thus:—

	WHITE.	BLACK.
3		Q—R 5 ch !
4	Kt—B 2	Kt—K B 3 !
5	P—K Kt 3	P × P
6	P × P	Q × Kt P
7	R—R 3	Q—Kt 3

This seems best. Of course if Q—Q 3, White can win by 8 P—K 5, &c. Q—Kt 8 is answered with 8 Kt—B 3.

8 R—R 2

In order to attack the Q by R—Kt 2.

8		P—K R 4
9	R—Kt 2	Q—R 2
10	P—Q 4	

Is White's attack equivalent for his loss of material?

Or Black may play 8..., B—Q 3; 9 R—Kt 2, B—Kt 6; 10 Kt—B 3, P—K R 4; 11 Q—B 3, P—R 3, P—R 5; 12 P—Q 3.

Other continuations at move 3 for Black are:—

3..., P—K Kt 4; 4 Q—R 5, P—K R 3; 5 B—B 4, Q—B 3; 6 P—Q 4, P—Q 3; 7 Kt—B 3, Kt—K 2; 8 B—Q 2, B × Kt; 9 P × B, P—Q B 3; 10 Castles Q R.

Also 3..., P—Q 4; 4 Kt × P, P × P; 5 P—Q 4, P × P *e.p.*; 6 B × P, B—Q B 4; 7 K—Q 2 ?, B—B 4; 8 R—K sq ch, Kt—K 2; 9 P—Q B 3.

It is doubtful if White has an equivalent in position for his two Pawns in any case.

W. TIMBRELL PIERCE.

THE EVALUATION OF DRAWN GAMES.

IN a communication to a recent number of the *Moskauer Deutsche Zeitung*, Dr. Falk briefly discusses the performances of the several competitors at Monte Carlo, and then proceeds, at considerably greater length, to condemn the system of assessing the value of drawn games, which was an "interesting novelty" of the Monte Carlo Tourney. The substance of his remarks is as follows:—"It has been

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known, for a long time past, that many competent players object to the ending of a tourney game with a harmless draw. They have aimed at reducing the value of such a result to zero; nay more, they have even attempted to deprive a draw of the charm that is inherent in every game played with zeal and with fire. Chief among their objects of attack has been the Vienna player, who has been known as the 'drawing master'; and somewhat of contempt has come to be attached to the name of the 'Vienna School.' The players who hold such views have tried to think out a remedy for the so-called evil; and it has been imagined by them that such remedy might be found in the determination that a first drawn game in a tourney should be worth nothing; and that only a second game should be entitled to recognition on a tourney score-sheet. This system was tried at Paris, but the remedy was not found satisfactory. Hence recourse was had at Monte Carlo to a second and more complicated system of reckoning, which is said to have been originated by Lasker. It is based on the principle that a first draw is recorded as $\frac{1}{4}$ for each player; that the value of the consequent second game is fixed at $\frac{1}{2}$; and that in the case of a second draw each player receives just a second $\frac{1}{4}$. In brief, in order to score the customary $\frac{1}{2}$, a player has to draw twice, whereas formerly only once was necessary. This system was tried for the first time at Monte Carlo.

"Now to speak with absolute candour, neither of these methods of reckoning commends itself to me. It is indeed very singular that a draw should be regarded with absolute horror. As if, forsooth, every game of chess is bound to end in a win and a loss! As if the fight in itself were not the very finest thing in chess! As if there were not drawn games which are much more beautiful than games with an absolutely definite result! Suffice it to mention the magnificent struggle in the Paris Tourney between Mieses and Pillsbury. This game is one of the finest jewels in the crown of Caïssa. Why was Mieses condemned to play a second game with Pillsbury—a game, moreover, which Mieses lost?

"To the players concerned there is an inherent injustice in the rule of playing a second game. It constrains them to lavish their intellectual strength twice on the same contest, while, at the same time, their more fortunate comrades who have won their games, perchance, because of blunders by their opponents, are at liberty, and are able to husband their strength for new encounters.

"In the Paris Tourney, 25 games were played a second time, that is to say, each of the players had, instead of a single round, to play twice against their most obstinate opponents. At Monte Carlo, quite as many games were played twice. Hence, although the number of competitors was smaller than in Paris, many of the players were engaged throughout the whole of the tourney in playing-off their second games. Alapin, who laboured twice through more than half of the tourney, was at the head of these victims; and among them were Marshall, Schlechter, Tschigorin, &c. One may easily imagine the frightful mental toil of a man who was compelled, while his companions were enjoying the attractions of the sea of Southern France, to grind away at his task; and, moreover, to do this with the certain knowledge that even in case of an immortal combat, he could not be rewarded with more than half a point.

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"There is in the system another and a fundamental flaw. The temperament of many a player is such that he cannot go into the fight with the fire and the glow requisite. He begins by surrounding his position with a defensive rampart, in front of which even the most daring of attacking players seems to stand discouraged, and finds himself compelled to content himself with a draw. The Monte Carlo system, however, constrains him at all hazards to risk a hopeless attack; and the loss of the game is the reward of his temerity. This used to happen, by the way, to Michael Ivanovitch Tschigorin. He hated an undecided game; and hence he constantly pressed an easily-met attack. The consequence was that he lost many a game which he ought to have won; and that he went short of many fine prizes. But now-a-days he has come to be of another mind; and if there is nothing better to be done he contents himself with a draw. It follows that his name now appears among the higher prize-winners, whereas, in his earlier days, he continually incurred the danger of going without any prize at all. A player of his calibre does not need to suffer a penalty because of his having run his head in vain against the brazen resistance of an opponent.

"Under the Monte Carlo system, a player who is guiltless may be punished, and his opponent also may be forced on the treadmill without shadow of suspicion falling on him. Nor is the system of any use. It is the fact that, in the majority of cases, the second game remains undecided like the first. Of the 91 games at Monte Carlo about 35 were drawn.* This simply means that certain gentlemen who obtained a draw in their first games were compelled to play second games in order to have a legal claim to reckon the customary $\frac{1}{2}$. This is a pure absurdity, The question remains: Why should a game, the intrinsic value of which is often superior to that of a decided game in the same tourney, be valued at only $\frac{1}{4}$, while the other receives $\frac{3}{4}$ more? Why, again, as in fact happened in Paris, should weaker players who had succeeded in snatching draws from Maroczy, or Pillsbury, or Tschigorin, be punished with the loss of games—the loss, because on the second occasion the stronger masters took care to keep the booty in their own hands? These are subtleties which are not quite clear to an ordinary intellect.

"In conclusion, it is an error to assume the necessity of disgusting certain players with the making of a draw. As a general rule, there are none who do not try, to begin with, to avoid draws. Their success in doing so frequently depends, however, on their humour, on the state of their health, and on other chance circumstances. For example, in the Vienna Tourney of 1898, Blackburne played 12 drawn games, and was the record drawing-master. At Monte Carlo, on the other hand, he played none at all. Again, at Vienna, if only the games in the first round of the tourney be reckoned, Alapin was Blackburne's close rival; and at Monte Carlo, Alapin improved upon his extraordinary Vienna performance. In Paris, as one of 17 competitors, Marshall had six draws; at Monte Carlo, as one of only 14 competitors, he had eight draws. We see, then, that

* The exact figures were as follow. First games drawn, 25; second games drawn, 13; second games won and lost—(one by default)—12.

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even when a heavy punishment is prescribed, the incorrigibles are not improved, while others, of whom hitherto no evil has been said, are suddenly enrolled among the outlaws. Do not all these circumstances show, with overwhelming force, that the error is in regarding a drawn game from the wrong point of view; and consequently, that modern systems of reckoning, which are based on this error, are absolutely worthless?

"What system of reckoning, then, shall we adopt? The old, by all means, according to which a draw was assessed at half a point for each of the players concerned. But let this assessment be taken in combination with the proposal that has been made by Herr Tietz, of Carlsbud. With this proposal I am highly pleased. It is based on the assumptions that every candidate for a prize should be required to have won at least 50 per cent. of the games that he has played; and that the scale of rewards shall begin with games in excess of 50 per cent. The more numerous the games won from the prize-takers concerned, the higher will be the percental quota of the player; the larger his advantage over the rest of the field, so much the more ample will be his prize. It is conceivable that in such case every player will endeavour to avoid a drawn game, whenever such avoidance is feasible. Such games may eventually deprive the player concerned even of the first prize, and hence they will begin to be less cared for. Under the Tietz system, again, an indemnification fund will be established for players who fail to win prizes, and with the clear understanding that their performances shall be rewarded on a percental scale. The adoption of the Tietz system will, in my opinion, be sufficient to induce many to play their games in more decisive fashion. On the other hand, there are players who feel themselves comfortable only in 'drawing' lines of play; and neither reward nor punishment will tempt them to tread other paths. They are born once for all to be 'drawing-masters'; and man can do nothing in despite of nature."

"CLUEN."

OBITUARY.

THE *Australasian* of June 22nd records the death, on June 13th, of Mr. Andrew Burns, formerly chess champion of Victoria, and long regarded as the best chess analyst in Australia. Mr. Burns was born in Glasgow, February 14th, 1831, and arrived in Melbourne, May, 1853, being then in the 23rd year of his age. Some five years later he began to play chess at the City Buffet, in Bourke Street, a resort similar to the Divan in London. In 1866 he was one of twenty competitors in a handicap tourney. He was placed in Class I., and played through the tourney with the loss of a single game, and won first prize. Soon after the completion of this contest the chess players of the city held a meeting, at which they established the Melbourne Chess Club. In 1867, a handicap tourney was held under the auspices of the club. There were

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twenty-four competitors, and Mr. Burns scored 21 wins, 2 draws, and 3 losses, and won first prize in excellent style.

In 1868, Mr. Burns played a match with Mr. Sedgefield, four games on even terms, and four giving the odds of Pawn and move. The score was Burns 4, Sedgefield 3, and 1 draw. In 1869 Mr. Burns contested eight games with the same player, all at the odds of Pawn and move. Score: Burns 6, Sedgefield 2. About the same time Mr. Burns won a match of five up from Mr. Connell, at the same odds. Score: Burns 5, Connell 1. After this match Mr. Burns published a challenge, in which he offered to meet any player in Victoria at the odds of Pawn and move in a set match for "love" or a money stake. The challenge was not taken up.

In 1869 Mr. Burns was one of twenty-five competitors in a third handicap tourney. He was placed alone in Class I., and had to give Pawn and move to Class II. He was the winner of the first prize, with 20½, the next highest score being 17½. It was in this year that his chess strength culminated and his succeeding performances began to be less brilliant.

In 1879 Mr. Burns entered as a competitor for a challenge cup, subscribed for by some members of the Melbourne Club, and which was to be won twice before becoming the absolute property of the winner. He won the cup for the first time, being handicapped in the first class. In 1880 he again entered for it, but was defeated by Mr. F. K. Esling, at the odds of Pawn and move, the score being: Esling 3, Burns 2, drawn 1. Mr. Burns succeeded, however, in finally winning the cup in 1882. In 1880, Mr. Wisker arrived in Melbourne, and Mr. Burns contested seven games with him, winning three and drawing the other four. In 1885 Mr. Burns entered for a new cup, presented to the Melbourne Chess Club, defeated Mr. C. M. Fisher and Mr. G. H. D. Gossip, and won the cup for the first time. In the following year, however, Mr. Fisher turned the tables on Mr. Burns, and eventually Mr. Fisher won the cup. This was the last of Mr. Burns's serious chess contests. Eight years later, however, he acted as captain of a match, Veterans *v.* Non-veterans, and won his game.

Mr. Burns played in the great majority of the inter-state matches between Victoria and New South Wales, and played with almost unvarying success. There was a suspension of these matches between November 9th, 1885, and May 24th, 1892; but since that date there has been an annual contest. Mr. Burns's last appearance as a representative Victorian player was on May 24th, 1895, when, in spite of being handicapped by the weight of more than 64 years, he won his game—a finely-played French Defence.

Mr. Burns was for more than 30 years an active and a prominent member of the committee of the Melbourne Chess Club. He filled every office to which his fellow-members could call him. Of late, however, he preferred the position of a simple member of committee, and this position he held until the annual meeting of last year, when he was relieved from it at his own request. Since then failing health has kept him entirely out of the Victorian chess world, in which, as is sufficiently shown by the preceding sketch of his more prominent performances, he has left a record that will long stand as an example for the imitation of coming generations of Victorian chess players. He edited the chess column of the *Melbourne Leader* for some years with conspicuous ability.

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CORRESPONDENCE.

QUEEN'S GAMBIT ACCEPTED.

TO THE EDITOR OF THE *B.C.M.*

SIR,

The usual line of defence in the above not being entirely satisfactory, I have tried the following with considerable success, and should like to see some analysis of it. After 2..., P × P; 3 P—K 3, P—K B 4; 4 B × P, P—K 3; 5 Kt—K B 3, I propose 5..., P—K Kt 4 when may follow 6 Castles, B—Q 3 (or this move ... B—Q 3, may be played as Black's fifth move, and the Kt P played next); 7 Q—Q Kt 3, K—B 2 (or 7..., Q—K 2); 8 Kt—Q B 3, P—Q B 3; 9 B—Q 2, P—Q R 3; 10 P—K 4, P—B 5; 11 P—K 5, B—B 2, &c., and Black by afterwards advancing his King's side Pawns—his Q Kt Pawns previously perhaps—gets usually a strong attack. Any information about this line of play would be desirable. The move 3..., P—K B 4 is from Philidor.

Yours faithfully,

JOHN WATTS,

Deal House, Upper Deal, Kent,
July 29th, 1901.

Hon. Sec. Deal and Walmer C.C.

Mons Chatard, of Class I., has gained the first prize in the Handicap Tourney of the Philidor Club, Paris.

Herr Bardeleben won the first prize in the late Tourney of the Berlin Chess Association (Schachgesellschaft).

Since the late war it appears that chess is very quiet in Cuba, and that the once famous Havana Club is now a small one.

Hamburg, says *Checkmate*, has a deaf and dumb chess club, the members of which meet twice a week to enjoy "the silent game."

In the annual Tourney of the Montreal Club, Mr. Barry won the first prize with six points, and Mr. Sawyer, with half a point less, took the second.

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The prize for the prettiest game in the Baltic Provinces Tournament at Dorpat, has been awarded to Herr Germann, of Riga, for his game with Herr Lurie, of Dorpat.

On May 14th, Mr. Pillsbury performed a wonderful feat at Brookhaven, by playing blindfold simultaneously 16 games of chess and 4 of draughts, with the marvellous result that he did not lose a single game, and only two games (at chess) were drawn.

In a match at New York, between Dr. Lasker and eight of the strongest players of the Manhattan Club, the champion won with Delmar, Hanham, Richardson, Showalter, and Schmidt; and drew with Hymes, Lipschütz, and Finn, but with the latter he ought to have been victorious.

Bath.—The members of this club held their annual meeting—the 23rd—on July 5th, when Dr. Cave presided over a good assembly. A satisfactory report was presented, and the accounts showed a surplus of £2 2s. Dr. Cave was re-elected president, and Mr. R. W. Giles hon. sec.

The Tourney recently played at the St. Petersburg Club had fourteen entrants, all of the first class, three of whom retired before finishing half their games. The first prize went to M. Lebedew, whose score was 8 won, 1 lost, and 2 drawn. M. Abkine gained the second prize with 7½, M. Zybine the third with 7, and M. Kozalowitch the fourth with 6.

A match by telegraph took place on June 3rd, between Victoria and New South Wales, and resulted in favour of Victoria by 6 games to 4.

VICTORIA.		NEW SOUTH WALES.	
Mr. F. K. Esling	0	Mr. J. L. Jacobsen	1
Mr. E. B. Loughran	*1	Mr. D. Heimann	*0
Mr. C. G. Watson	0	Mr. J. F. Christenson	1
Mr. A. J. Noall	0	Mr. B. J. Hill	1
Mr. G. A. Russell	1	Mr. F. J. Wallis	0
Mr. R. Betts	0	Mr. W. H. Jonas	1
Mr. H. E. Grant	1	Mr. H. Taylour	0
Mr. T. Taylor	*1	Mr. A. W. Britton	*0
Mr. J. G. Witton	1	Mr. S. Henderson	0
Mr. D. R. Hay	1	Mr. C. E. Turner	0
	6		4

* Adjudicated.

Cheltenham.—On Saturday, June 30th. some thirty members and friends of the Cheltenham Club met at "Deenhurst," St. Mark's, in response to the kind invitation of Colonel and Mrs. Law, for chess *al fresco*; and

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"under the greenwood shade" a match was contested by ten members of the Cheltenham Club against a like number of representatives of the Cheltenham New Club, with the following result:—

CHELTENHAM C.C.		NEW CLUB.	
Mr. G. V. Bright	0	Colonel Law	1
Colonel Chisholm	½	Dr. Mason	½
Mr. S. W. Billings	½	Mr. H. M. MacVicar	½
Colonel Forbes	1	Mr. E. Clissold	0
Mr. W. S. Branch	2	Mr. H. Deane	0
Mr. T. Whittard	2	Mr. M. Ellis	0
Mr. F. G. Perrins	2	General Percival	0
Mr. E. T. Brydges	1	Mr. A. Cockshott	1
	9		3

Two boards were also devoted to problem solving, the two positions —a two-mover and a rather difficult 3er—being the test for "mental gymnastics" with two silver articles as suitable reward for the first successful demonstrators. Among those present, in addition to the above-named players, were: General Bainbridge, Colonel Austin, Colonel Ashburner, Colonel and Mrs. Mackenzie, Canon and Mrs. Griffiths, Rev. and Mrs. J. D. MacVicar, Mrs. Ellis, Mrs. Powell, and Mrs. Courtney.

County match: Hants *v.* Wilts.—The annual contest between these counties was played on Wednesday, July 10th, and resulted in favour of Hants by 11 to 5. The match took place at Laverstock, Salisbury, in the beautiful grounds of Dr. Manning, both teams and their friends partaking of the unbounded hospitality of the Dr. and Mrs. Manning. Full score:—

HANTS.		WILTS.	
Mr. J. H. Blake	*1	Rev. A. G. Gordon Ross	*0
Mr. F. J. H. Elwell	1	Mr. A. Rumboll	0
Mr. W. C. Kenny	0	Rev. J. T. Chatto	1
Mr. E. Draycott	1	Rev. J. F. Welsh	0
Mr. A. Thomson	1	Mr. J. C. Blaister	0
Mr. J. Asher	**0	Mr. A. Schomberg	**1
Mr. R. H. Wadeson	½	Rev. R. E. Coles	½
Mr. G. Wood	½	Mr. E. Fear Hill	½
Mr. G. H. Barclay	½	Mr. B. Borradaile	½
Mr. D. S. Wassell	1	Mr. A. Watson	0
Mr. L. D. Caws	1	Rev. E. Smith	0
Mr. E. Clarke	1	Mr. W. H. Jackson	0
Mr. M. Hart	½	Mr. J. W. Clark	½
Mr. W. Bird	½	Mr. H. W. Beaven	½
Mr. W. Tipper	½	Mr. H. C. Pullin	½
Mr. F. Martin	1	Mr. H. C. Stratton	0
	11		5

* Adjudicated. ** By default.

Sussex Chess Association.—Mr. F. J. Mann presided over a meeting of the Sussex Chess Association held at Dann's Creamery, Brighton, on Wednesday, July 3rd, and mentioned that for many years the Association had been worked from Brighton, but they had experienced some difficulty

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in doing so, and during the last few years they had tried to work it from Hastings. The experiment had not proved altogether satisfactory. The object of the meeting was to see if it were possible to work the Association from the two towns simultaneously. It would involve the appointment of joint secretaries, and a committee representing the respective towns.

The committee in their report expressed the opinion, "That there is urgent need of a thorough revision of the rules of the various contests, and also for some alteration in the general organisation of the Association. There is no doubt that it cannot be efficiently worked as at present, chiefly owing to the unwieldy size of the area covered. Great difficulty is found in securing divisional secretaries, and the organisation is maimed in consequence. It is suggested that the Association might more efficiently be worked by two joint secretaries, one for Hastings and East Sussex, and one for Brighton and West Sussex. A third gentleman might be appointed as match secretary, leaving the joint secretaries still more free to develop and work up the chess life of their respective districts."

The following officers were elected:—East Sussex: secretary, Mr. Mannington; members of committee, Messrs. H. E. Dobell, H. F. Cheshire, F. W. Womersley, P. Shaul Hallett, H. R. Mackeson, F. J. Mann, H. Braund, C. Planck, J. Chandler, H. Somerset Bullock, Creedy, and A. G. Ginner. West Sussex: secretary, Mr. Johnson; members of committee, Surgeon-General Thornton, Dr. Whitcher, and Messrs. W. J. Bridger, T. Durant, F. Brook, H. W. Butler, Grover, E. E. Chant, Castle, Leaver, Dudeney, Edney, and G. E. Smith.

Messrs. Butler, Dobell, and Mannington, were appointed delegates to the Southern Counties Chess Union.—*Brighton Society.*

Southern Counties' Championship. Final round, Surrey *versus* Gloucestershire.—This important match was played at Reading, on Saturday, July 20th, and resulted in favour of Surrey by 11 points to 5. In the previous rounds, Essex defeated Surrey by $8\frac{1}{2}$ to $7\frac{1}{2}$, and Gloucestershire defeated Essex by $9\frac{1}{2}$ to $6\frac{1}{2}$; much therefore depended upon the result of the match under notice, because in case of a tie in the final round the rules of the competition declare that the county winning the greatest aggregate number of games, shall be the winner of the championship. It was therefore necessary for Surrey to win by a decisive majority of points if the success of 1900 was to be repeated. Both sides were strongly represented, the Surrey contingent being the strongest combination ever brought together to do battle for the county, whilst the Westerners were headed by Mr. D. Y. Mills, Edinburgh, who played under the birth qualification and defeated Mr. Herbert Jacobs. The aggregate number of points scored by the three counties are: Surrey $18\frac{1}{2}$, Essex 15, and Gloucestershire $14\frac{1}{2}$; Surrey is therefore the champion county.

SURREY.		GLOUCESTERSHIRE.	
Mr. H. Jacobs	0	Mr. D. Y. Mills	1
Mr. G. E. Wainwright	1	Mr. N. Fedden	0
Mr. L. Seraillier	0	Mr. W. Cook	1
Mr. A. Curnock	1	Mr. G. G. Parnall	0
Mr. A. J. Maas	$\frac{1}{2}$	Mr. F. Hutchins	$\frac{1}{2}$

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Mr. A. E. Tietjen	½	Mr. H. H. Davies	½
Mr. A. W. Fisher	1	Mr. E. J. Taylor	0
Mr. E. B. Schwann	1	Mr. A. A. Percival	0
Mr. G. A. Hooke	1	Mr. R. J. Webb	0
Mr. H. W. Johnson	½	Mr. J. Templar	½
Mr. H. S. Barlow	1	Mr. H. M. Prideaux	0
Mr. F. L. Anspach	1	Mr. R. F. Ridd	0
Mr. C. Redway	½	Mr. H. E. Norris	½
Mr. P. J. Allingham	½	Mr. O. Hunt	½
Dr. Dunstan	1	Mr. A. T. Perry	0
Mr. T. R. Harley	½	Mr. A Axtell	½
	11		5

Match: Norfolk *v.* Essex.—Mr. Nicholls writes us as follows in reply to the letter of the Norwich secretary, published at page 281 of our last issue:—"I am sorry to have to trouble you again in reference to the Norfolk *v.* Essex match, but in justice to myself I must distinctly state that I never gave a promise to play in this match, therefore I could not have withdrawn the promise on the eve of the match. Mr. Kock and several other members of the team tried hard, on several occasions, during the fortnight before the match, to get a promise out of me, but this I would not give for business reasons . . . . In reference to this year's matches it has been pointed out to me that I was qualified to play against Essex on any one of three occasions, viz., for Norfolk by present residence, for Surrey by birth, and for Gloucestershire by the previous residential qualification; this is rather curious."

Chess in South Africa.—On Thursday, June 18th, a most important match—the tenth annual contest—between 70 Colonial born *versus* 70 European born chess players was contested at Dix's Restaurant, Longmarket Street, Capetown, and after a most exciting encounter resulted in a tie, each side scoring 59½ points. At many of the boards two games were played. Referring to the numbers of players engaged, the *Cape Times* says:—

One hundred and forty players were paired, a total that goes far to prove the assertion which has been frequently made, that chess is played to a greater extent in Cape Town, in proportion to its size, than in any other city in the world. At about a quarter to eight the contestants began to assemble, and very little difficulty was experienced in getting the players properly seated at their correct boards. In some instances men who had entered their names failed to put in an appearance, their places being filled by willing reserves. Soon after eight o'clock everything was going smoothly. Mr. J. H. Clark had the honour of drawing first blood for the Europeans. This was quickly followed by a couple of wins for the Colonials, and the scores kept very level up to half-time (9-30), when the director of play, Mr. A. J. A. Cameron, announced the figures: Europeans 26½, Colonials 22½. At 10·45, when play was ordered to cease, the scores stood: Colonials 57½, Europeans 55½, with six unfinished games. Four of these were quickly disposed of by the adjudicators on the night of the match, the remainder being left over for decision till next day. The results of these games made the final score: Colonials 59½, Europeans 59½.

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The following are the results of the ten matches played :—

Year.	No. of Boards.	Scores. Europeans.	Scores. Colonials.
1892	24	25½	19½
1893	38	42	31
1894	40	31½	40½
1895	30	26½	25½
1896	38	36½	31½
1897	25	27	17
1898	52	57½	37½
1899	55	53½	36½
1900	54	45	42
1901	70	59½	59½
		404½	340½

Southern Counties Chess Union.—On Saturday, July 27th, the annual meeting was held at the City of London Chess Club, with Mr. Russell in the chair. Present: Messrs. White, Moore, Ward, Anspach, Mannington, P. B. Le Good, H. A. Le Good, Percival, Allcock, Gibbs, and Schomberg. Dr. Hunt was confined to his room, and Mr. H. W. Trenchard was at Carlsbad The secretary presented the treasurer's report, which showed a balance of £4 12s. 7d., although all the clubs have not paid up; this, together with secretary's report, was passed subject to the auditing of Messrs. Hunt and Russell. Mr. White (Kent) was chosen chairman for the coming year, the Rev. A. G. Gordon Ross (Wilts) vice-chairman; Messrs. Trenchard, Hoffer, and Schomberg being re-elected respectively treasurer, adjudicator, and secretary; a reference committee was elected, consisting of Messrs. Hunt, Ward, Allcock, Gunston, and Dobell. Many matters were debated, which were referred to the committee. The dates of the matches will be fixed at the next annual meeting, and the attention of the secretaries is to be drawn as to the time by which the matches must be played. With regard to the National Federation, the secretary was instructed to write to Mr. Schwann, its secretary, for his report of what had been done towards carrying out these resolutions. The report presented to the hon. secretary read as follows:—

Southern Counties Chess Union Annual Report, 1900-1901.

The past season commenced in September, with a most successful tournament, admirably managed by a local committee, with Mr. L. T. Knight as secretary; it was opened in the Bath Guildhall by the Mayor, R. E. Dickenson, Esq., M.P. The entries for these tournaments increase every year, showing the growing popularity of these meetings, there being in this one as many as 52 entries, 16 in the first class, 24 in the second (divided into two sections), and 12 in the third. Over £60 was collected, and the entrance fees, including those of the two handicaps, amounted to £40; of this sum £67 was distributed in prizes, besides the special prize of £5, given by the Rev. J. P. Pollock, of Swansea, in memory of his brother the well-known player, for the competitor who residing in Wilts, Gloucester, or Somerset, scored the highest percentage of won games in any of the three classes; this prize was secured by Mr. Edwards, a young Bristol player.

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In the first class Mr. H. E. Atkins obtained the first prize (£20) without the loss of a game, and by the permission of Sir George Newnes also retains the British Amateur Cup; Mr. Herbert Jacobs was second (£10) with the loss of only a single game, and Mr. Jones Bateman was third (£5). In the second class Dr. Dunstan and Mr. R. F. B. Jones tied for first place, in the play off winning respectively the first and second prizes; Messrs. Durant and MacBean dividing the third and fourth. In the third class Messrs. West, Edwards, and Gribble won the three prizes. During the week the Mayor and local committee gave a reception in the world-famous Roman Baths, when Major Davis, F.S.A., the city architect, gave an address on their history.

A correspondence match between the Northern and Southern Unions, 50 a-side, with two games apiece, commencing in October and ending in April, resulted in a victory for the South by 57 to 43 games, this match was managed by Dr. Hunt for the South, and Mr. I. M. Brown for the North.

Ten counties entered for the championship of the South, viz: Surrey, Hants, Sussex, Kent, Cambridge, Norfolk, Essex, Gloucester, Somerset, and Wilts. Surrey, Essex, and Gloucester won in their respective sections; Essex having beaten Surrey met Gloucester, at Reading, suffering in their turn a defeat. On the 20th of July, Gloucester and Surrey encountered one another, also at Reading, when Surrey with a strong team retrieved its laurels, winning by 11—5, and thus (by the new rule which enacts when a tie takes place in the final round the aggregate number of games must be counted) retains the championship of the South, its score being 18½, to Essex 15, and Gloucester 14½.

The reference committee met once to fix the date and place of the match between Norfolk and Essex.

Before concluding our Report we cannot help expressing our regret that nothing has been done to carry out the resolutions for National Chess Federation, passed on the 12th of May last year by a large representative meeting of chess players, and hope that in the coming year an attempt will be made to bring these resolutions to a practical conclusion.

We also urge all those interested in chess to persuade other counties not yet affiliated to enter and enjoy the privileges of the Southern Counties Chess Union.

ARTHUR SCHOMBERG, *Hon. Sec.*

27th July, 1901.

Match: Teichmann *v.* Lee.—A match of seven games was started between these well-known experts on July 8th, and was finished on July

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27th. Score: Teichmann 5, Lee 2. The contest was played at King's Tea Rooms. We give the first two games, and the remainder will appear in our next issue.

GAME No. 2,056.

First game, played July 8th.

Caro-Kann Defence.

NOTES BY R. TEICHMANN.

WHITE. Mr. R. TEICHMANN.	BLACK. Mr. F. J. LEE.
1 P—K 4	1 P—Q B 3
2 P—Q 4	2 P—Q 4
3 P × P	

I consider this the best continuation for White in this Opening. The open Queen's Bishop's file is of no use to Black, whilst White obtains freedom for his pieces in the centre.

	3 P × P
4 B—Q 3	4 Kt—K B 3
5 P—Q B 3	5 B—Kt 5
6 P—B 3	6 B—R 4
7 Kt—K 2	7 P—K 3
8 B—K Kt 5	8 B—K 2
9 Kt—Q 2	9 B—Kt 3
10 Kt—K B 4	10 B × B

.....This exchange facilitates White's development, as the Knight from Q 3 can be played to the commanding position on K 5.

11 Kt × B	11 Q Kt—Q 2
12 Q—K 2	12 Castles
13 Castles	13 Q—B 2
14 P—K B 4	14 Q R—K sq
15 Kt—K 5	15 P—K R 3
16 B—R 4	16 Kt—R 2
17 B—Kt 3	17 B—Q 3
18 Q R—K sq	18 Kt (R 2)—B 3

.....Black has a very cramped game, and apparently temporises. To drive the Knight away with P—B 3, though weakening the Pawns, seemed to promise some freedom, and to afford even the chance of an eventual advance in the centre by P—K 4.

19 Q—B 3	19 P—K Kt 3
20 R—K 2	20 K—Kt 2
21 P—K R 3	21 Kt—R 4
22 B—R 2	22 K—R 2

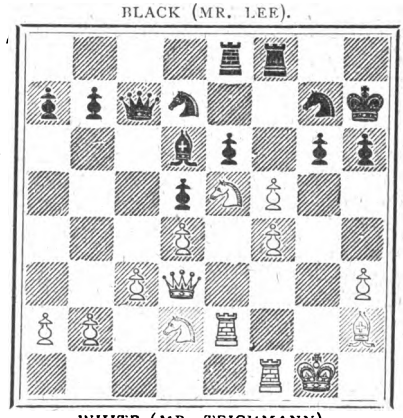
.....To provide a retreat for the Knight. But the manœuvre Kt—R 4 was obviously not good, as it courts the disastrous advance of White's King's Knight's Pawn.

23 P—K Kt 4	23 Kt—Kt 2
24 Q—Q 3	24 P—K B 4
25 P × P	

Position after White's 25th move :—

P × P.

BLACK (MR. LEE).



WHITE (MR. TEICHMANN).

A mistake; I should obviously have doubled the Rooks on the Knight's file before effecting this exchange.

25 R × P	

.....Black, however, does not take advantage of my last weak move; he should have retaken with the Knight's Pawn, after which he would have been able to meet any attack successfully on the King's Knight's file. The move made leaves him with an irretrievably weak spot on K Kt 3.

26 R—Kt 2	26 B × Kt
27 Q P × B	27 Q—Kt 3 ch

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.....Black, in giving this check, probably overlooked that he could not capture the Knight's Pawn on account of 28 K—R sq, Q × Kt P; 29 Kt—K 4 !, P × Kt (otherwise Kt—Q 6); 30 Q—Kt 3, winning the Queen.

28	K—R sq	28 Kt—R 4
29	P—Kt 4	

Threatening now Kt—K 4, which would have been bad at once on account of the answer Kt—Q B 4 !, forcing the exchange of the Knight, with the better game.

		29 Q—Q sq
30	Kt—Kt 3	30 Kt—B sq
31	Kt—Q 4	31 R—B 2
32	R (B sq)—K Kt sq	
		32 R—Kt 2
33	P—B 5 !	33 Q—R 5

.....If either Pawn takes Pawn, then Kt × P, with a winning attack.

34	P—B 6	34 R—Q B 2
35	R—Kt 4	35 Q—B 7
36	R × P	36 Resigns

GAME No. 2,057.

Second game, played July 9th.

Queen's Gambit Declined.

NOTES BY R. TEICHMANN.

	WHITE. Mr. F. J. LEE.	BLACK. Mr. R. TEICHMANN.
1	P—Q 4	1 P—Q 4
2	P—Q B 4	2 P—K 3
3	Kt—Q B 3	3 Kt—K B 3
4	B—B 4	4 P—B 4
5	P—K 3	5 Kt—B 3
6	Kt—B 3	6 B—K 2
7	P—Q R 3	

This move is only good when P × B P followed by P—Q Kt 4 and Q B—Kt 2 can be played.

		7 B P × P
8	K P × P	8 Castles
9	P—B 5	

This advance of the Bishop's Pawn is scarcely ever good in this opening, but certainly not in this case, when White's King's side is quite undeveloped.

		9 Kt—K 5
10	R—B sq	10 P—B 4
11	Kt—K 5	

Another premature move; B—K 2 and Castles should have been played.

11 B—Kt 4

.....The right move, which I think refutes White's development.

12 Kt (K 5) × Kt

If White had played B × B instead, he would also have been left with a very bad game.

		12 P × Kt
13	Q—B 3	13 B × B
14	Q × B	14 P—K 4

.....The decisive move, which gives Black a great advantage in position. He obtains a strong passed Queen's Pawn, while White has soon to weaken his position in the attempt of supporting his advanced King's Pawn.

15	P × P	15 Kt × Q B P
16	Kt—Q sq	

White still persists in not developing his King's Bishop, and ultimately loses on account of his inability to bring his King into safety by Castling. B—K 2, followed by Castles, seems the best continuation.

		16 Kt—K 3
17	Q—Q 2	17 B—Q 2
18	P—K R 4	

Another lost move; P—K B 4 at once, followed by P—Kt 3 and Q—K B 2 after Black's Q—Kt 3, would still have enabled White to consolidate his position.

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		18 R—Kt sq
19	P—B 4	19 Q—Kt 3
20	R—B 3	20 P—Q R 4

.....This was, of course, played to fix White's weak Q Kt P.

21	P—K Kt 3	21 R—Kt 2
22	K—K 2	

My opponent intended here to play Q—K B 2, but inadvertently touched his King instead, and had to make this unfortunate move, which at once gave me an overwhelming attack.

		22 Kt—Q 5 ch
23	K—K sq	23 P—B 4
24	B—Kt 2	24 B—B 3
25	R—R 2	25 P—B 5

See Diagram.

26	K—B sq	

White need not yet have defended the apparently threatened Kt—B 6 ch, *e.g.*, 26..., Kt—B 6 ch ?; 27 R × Kt, Q—Kt 8 ch; 28 R—B sq, Q × R (R 2); 29 B × P ch !, winning the Queen.

		26 R—Q sq
27	B—R sq	27 Kt—K 3
28	Q—Q B 2	28 B—Kt 4
29	Q × P	

This capture obviously only makes matters worse; but even with the best play White's game was hopelessly lost after the unfortunate mistake on his 22nd move.

		29 R—K B 2
30	Q—B 2	30 P—Q 5
31	Q—B 2	31 P × R

.....The quickest way to win.

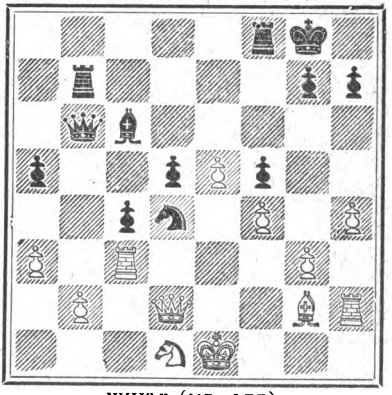
32	Q × Q	32 R × Kt ch
33	K—Kt 2	33 P—B 7
34	Q × B	34 P—B 8 = Q
35	Q—K 8 ch	35 Kt—B sq
36	P—K 6	36 R—Kt 8 ch

And mates in five moves.

Position after Black's 25th move :—

P—B 5.

BLACK (MR. TEICHMANN).



WHITE (MR. LEE).

GAME No. 2,058.

Played in the "Kitchin" Correspondence Tournament of the Yorkshire Chess Association.

Ruy Lopez.

NOTES BY F. P. WILDMAN.

WHITE. Mr. F. P. WILDMAN, *Leeds.*	BLACK. Rev. J. L. PEACH, *Malton.*		
1	P—K 4	1 P—K 4	
2	Kt—K B 3	2 Kt—Q B 3	
3	B—Kt 5	3 P—Q R 3	
4	B—R 4	4 Kt—B 3	
5	Castles	5 Kt × P	
6	P—Q 4	6 P—Q Kt 4	
7	B—Kt 3	7 P—Q 4	
8	P × P	8 B—K 3	
9	P—B 3	9 B—Q B 4	
10	Q Kt—Q 2	10 Castles	

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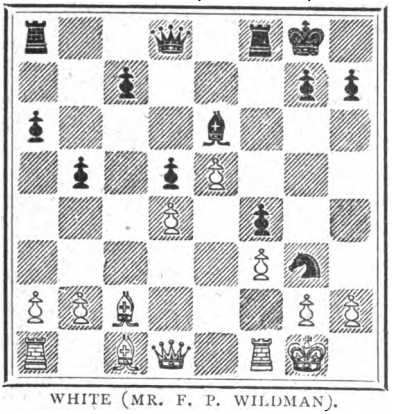
11	B—B 2	11 P—B 4
12	Kt—Kt 3	12 B—Kt 3
13	K Kt—Q 4	13 Kt × Kt
14	Kt × Kt	14 B × Kt.
15	P × B	15 P—B 5
16	P—B 3	16 Kt—Kt 6

Position after Black's 16th move:—

Kt—Kt 6.

BLACK (REV. J. L. PEACH).



WHITE (MR. F. P. WILDMAN).

.....The late Capt. Mackenzie is said to have introduced the sacrifice of the Kt in this position—if so he was probably stimulated to the adventure by the feeling that if the Kt retired to Kt 4, White would get an excellent game by P—K R 4 and B × P.

17 R—K sq

A terrible onslaught would follow the capture of the Kt; 18 P × Kt, P × P; 19 R—K sq, Q—R 5; 20 K—B sq! (if 20 B—Q 3 Q—R 7 ch; 21 K—B sq, B—R 6; 22 R—Q 2, Q—R 8 ch; 23 B—Kt sq, R × P ch, &c.; see *B.C.M.* 1901, p. 63), Q—R 8 ch; 21 K—K 2, Q × P ch; 22 K—K 3, Q—Q—B 7 ch; 23 K—Q 3, R × P ch; 24 R—K 3, Q R—K B sq, and has three Pawns for the piece, with a fine game.

		17 Q—R 5
18	P—Q R 4	18 Kt—B 4
19	P—Q Kt 3	19 Kt × Q P
20	B—R 3	20 P—Q B 4

.....Better than Kt × B at once, as the P cannot be retained.

21	B × P	21 Kt × B
22	Q × Kt	22 Q R—B sq
23	P × P	23 P × P
24	P—Q Kt 4	24 R—B 4
25	Q—B 2	25 Q—R 4
26	R—R 7	26 R—Kt 4

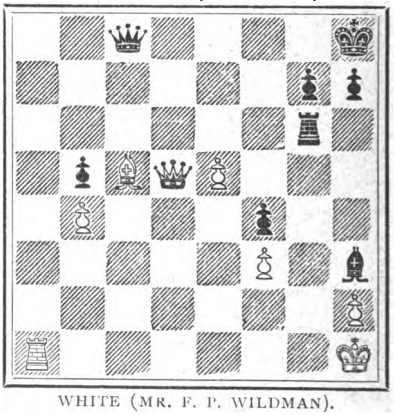
.....Taking the Pawn would increase the difficulties of the defence, the reply would be the same, K R—R sq.

27	K R—R sq	27 B—R 6
28	R—R 8	28 Q—K sq
29	R × R	29 Q × R
30	Q—Q 4	30 R × P ch
31	K—R sq	31 R—Kt 3
32	Q × P ch	32 K—R sq

Position after Black's 32nd move:—

K—R sq.

BLACK (REV. J. L PEACH).



WHITE (MR. F. P. WILDMAN).

33 R—R 8 ?

An irremediable blunder. R—R 2 would here have given White some chances of winning, as if Black replied with Q—K Kt sq; 34 Q × Q, K × Q; 35 P—K 6, &c.; and if 33..., B—K 3; 34 R—R 8, B × Q; 35 R × Q, B—Kt sq; 36 R—Kt 8, P—R 3; 37 B—Q 6, K—R 2; 38 R × P, &c.

		33 B—Kt 7 ch
34	K—Kt sq	34 B × P dis. ch
35	K—B 2	35 Q × R
36	Q × B	36 Q × Q

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37 K × Q	37 R—R 3	41 K—K 6	41 R—Q 7
38 K × P	38 R × P	42 K Q 7	42 P—R 4
39 K—B 5	39 K—Kt sq	43 P—K 6	43 P—R 5
40 B—Q 6	40 R—B 7 ch	44 Resigns.	

GAME No. 2,059.

Played in the "Kitchin" Correspondence Tournament of the Yorkshire Chess Association.

Scotch Game.

NOTES BY F. P. WILDMAN.

WHITE. Mr. A. DENHAM, *Huddersfield.*	BLACK. Mr. W. GLEDHILL, *Dacre Banks.*
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 P—Q 4	3 P × P
4 Kt × P	4 B—B 4
5 B—K 3	5 Q—B 3
6 P—Q B 3	6 K Kt—K 2
7 B—Q Kt 5	7 Kt × Kt
8 P × Kt	8 B—Kt 5 ch
9 Kt—B 3	9 Q—Kt 3
10 Castles	10 B × Kt
11 P × B	11 Q × K P

.....A short and easy method of winning a Pawn, but before Castling, an utterly unsatisfactory one for Black. As this game goes, the Black Queen has an unhappy time of it.

12 R—K sq	12 Q—R 5
13 P—Kt 3	13 Q—B 3
14 Q—Q 2	14 P—K R 3
15 B—K B 4	15 Castles
16 B—K 5	

No use playing B × B P; the position will ensure the Pawn being repaid with interest.

	16 Q—Q Kt 3
17 Q R—Kt sq	17 Kt—Kt 3

.....If Q—R 4; 18 B × Kt P, K × B; 19 R × Kt, recovering the Pawn with a good game.

18 B × Q P	18 Q—R 3

.....But here Kt × B; 19 P × Kt, Q—R 3, would have afforded some relief, as if 19 Q—K 2, Kt × B would gain three pieces for Queen.

19 B—Q Kt 5	19 Q—R 4
20 B—Q 3	20 P—Q R 3
21 Q—B 2	21 P—K B 4

.....From now until the end White compels his opponent to make each time a temporising and weakening move, in order to avoid material loss.

22 Q—Kt 3 ch	22 K—R 2
23 Q—B 4	23 P—B 3
24 B—Q 6	24 R—Q sq
25 B—B 5	25 R—Q 4
26 B—Kt 6	26 Q—R 6
27 R—K 8	

A good move, which at once imprisons the two Rooks and Bishop—after this Black can no longer hope.

	27 P—K R 4

.....A signal of distress, but the only other available move, Q—Q 3, promises nothing except loss.

28 B—B 5	28 Q—R 4
29 Q—Kt 3	29 P—Kt 4
30 Q—Q sq	30 K—R 3
31 Q—Q 2 ch	31 P—B 5
32 P × P	32 Q—B 2
33 P—B 5 dis. ch	33 Kt—B 5
34 R—K 5	34 Resigns.

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The two following games were played in the recent Russian National Tournament.

GAME No. 2,060.

Vienna Game.

NOTES BY R. TEICHMANN.

WHITE. M. TSCHIGORIN.	BLACK. K. ROSENKRANTZ.
1 P—K 4	1 P—K 4
2 Kt—Q B 3	2 Kt—K B 3
3 B—B 4	3 Kt—B 3
4 Kt—B 3	

Tschigorin is very partial to this move at this juncture; but the majority of experts hold that Black obtains the better game by the following capture.

	4 Kt × K P
5 Kt × Kt	5 P—Q 4
6 B—Q 3	6 P × Kt
7 B × P	7 B—Q 3
8 Castles	8 B—K Kt 5
9 Q—K sq	9 Castles
10 B × Kt	10 P × B
11 Kt × P	

A venturesome capture, as White must lose a piece; and it is very doubtful whether the attack thus forcibly obtained is a sufficient compensation for this heavy outlay.

	11 R—K sq
12 Q—K 4	12 B—Q 2
13 P—K B 4	13 P—B 3
14 P—Q 4	14 P × Kt
15 Q P × P	15 B—B 4 ch
16 K—R sq	16 B—K 3
17 P—B 5	17 Q—Q 4
18 Q—K Kt 4	18 Q—B 5 ?

A blunder, of course, which loses the game. B—B sq, with a view to holding on to the piece, seemed feasible, though the attack had to be very carefully met. B × P was good enough to draw.

19 R—B 4	19 Q × B P
20 P × B	20 Q R—Q sq
21 R—B sq	21 R—Q 5
22 B—B 4	22 R—K Bsq
23 P—K 7	23 B × P
24 Q—K 6 ch	24 R—B 2
25 B—K 3	25 Q—B 5
26 Q × R ch	26 Resigns.

GAME No. 2,061.

Ruy Lopez.

NOTES BY R. TEICHMANN.

WHITE. M. JANOWSKI.	BLACK. M. LEBEDEW.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—Kt 5	3 Kt—B 3
4 Castles	4 B—B 4

.....This defence was introduced by Steinitz into practice and given up again as insufficient. White obtains an excellent development by the line of play adopted by Janowski in this game.

5 P—B 3	5 Castles
6 P—Q 4	6 B—Kt 3
7 B—Kt 5	7 P—Q 3
8 P—Q R 4	8 P—Q R 4
9 P—R 3	9 P—R 3
10 B—K R 4	10 Q—K 2
11 R—K sq	11 P—Kt 4

.....Such an advance of the Knight's Pawn after the King has Castled is mostly dangerous, and gives the opponent a chance for obtaining a strong attack.

12 B—Kt 3	12 Kt—K R 4

....And this is a miscalculation which loses two Pawns and weakens the position s ill more.

13 Kt × K P	13 Kt × B
14 Kt × Kt	14 P × Kt
15 B × B P	15 R—Kt sq
16 P × Kt	16 B—R 2
17 P—Kt 3	17 B—K 3

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18	Kt—Q 2	18 R—Kt 3
19	B—Kt 5	19 P—Q B 3
20	B—B 4	20 Q—B 2
21	K—R 2	21 P—Q 4
22	B—Q 3	22 P × P
23	Kt × P	23 B—Kt sq
24	R—K 3	24 B × P
25	Q—R 5	25 P—K B 4
26	Kt—B 5	26 P—B 5
27	R—K 8	27 Q—B 2

.....Black is in a desperate position, as he is two Pawns down with little prospect of meeting White's overwhelming attack. There can, therefore, be no doubt that he would have lost also without committing this blunder, which loses a Rook.

28	Q × Q ch	28 K × Q
29	R × R ch	29 K × R
30	Kt—Q 7 ch	30 Resigns.

GAME No. 2,062.

Played in the recent correspondence match, North *v.* South. We extract the Notes from the *Manchester Evening News*.

Ruy Lopez.

NOTES BY DR. LASKER.

	WHITE. Mr. F. C. CARROLL.	BLACK. Mr. T. PHYSICK.
1	P—K 4	1 P—K 4
2	Kt—K B 3	2 Kt—Q B 3
3	B—Q Kt 5	3 P—Q R 3
4	B—R 4	4 Kt—B 3
5	Castles	5 P—Q 3
6	P—Q 4	6 B—Q 2
7	P—B 3	7 B—K 2
8	Q Kt—Q 2	

With very subtle instinct, White places the weakness of the Black position on the Q side. The move made in conjunction with move 12 and 13, give White the necessary support to the advance of his Q side Pawns, thus instituting an attack which forces Black to an aggressive policy on the K side.

		8 Castles
9	P—Q 5	9 Kt—Q R 2
10	B—B 2	10 Kt—K sq
11	P—B 4	11 P—K Kt 3
12	Kt—K sq	12 Kt—Kt 2
13	Kt—Q 3	13 P—K Kt 4

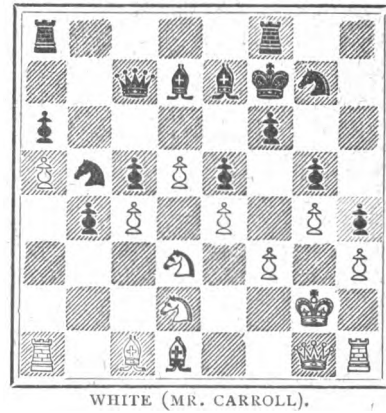
.....Black has throughout manœuvred too slowly. Here P—K B 4 at all costs was advisable. It is true that then White, by replying with P—K B 4, could have at once obtained a very good development for all of his pieces, whereas Black's development would still have been a little backward. But this disadvantage would have been equalised by the reduction in the importance of the Q side, where White evidently is prevalent.

14	P—K Kt 4	14 P—K B 3
15	K—Kt 2	15 Q—Q B sq
16	P—K R 3	16 P—K R 4
17	P—K B 3	17 K—B 2
18	P—Q Kt 4	18 P—Q Kt 3
19	P—Q R 4	19 P—Q B 4
20	P—Q R 5	20 P—Q Kt 4
21	P × Q B P	21 Q P × P
22	K R—K R sq	22 P—K R 5
23	B—Q Kt 3	23 P—Q Kt 5
24	Q—K Kt sq	24 Q—Q B 2
25	B—Q sq	25 Kt—Q Kt 4

Position after Black's 25th move :—

Kt—Q Kt 4.

BLACK (MR. PHYSICK).



WHITE (MR. CARROLL).

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26	P × Kt	26 R P × P
27	Kt—Q Kt 3	27 P—Q B 5
28	B—Q 2	

By thus giving back his advantage in material, White obtains the better Pawn position, which, backed up by White's skilful tactics, is easily decisive. The game is strategically of high interest, and at least as far as the leader of the White forces is concerned, represents chess of the highest standard.

		28 P × Kt (Q 3)
29	Q—K 3	29 K R—Q B sq
30	Q × P (Q 3)	30 Q—Q 3
31	B—K 2	31 Kt—K sq
32	K R—Q B sq	32 Kt—Q B 2
33	Kt—B 5	33 Kt—R 3
34	Kt × B	34 Q × Kt
35	Q × P	35 Q × Q
36	B × Q	36 K R—Q Ktsq
37	B—Q B 6	37 P—Q Kt 6

See Diagram

Here Mr. Carroll sent the following analysis to his opponent :

38 Q R—Kt sq, if B—R 6 (*a*, *b*)

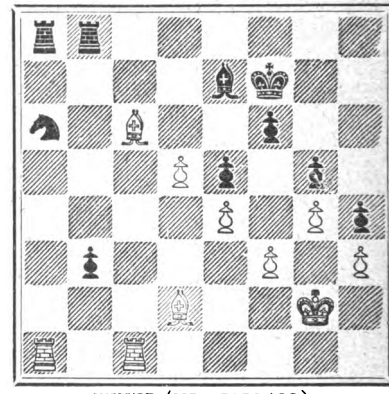
(*a*) If 38..., R—R 2 ; 39 B—K 3, if R—B 2 ; 40 B—Q Kt 6, if Q R—B sq ; 41 R × P. (*b*) If 38..., P—Kt 7 ; 39 R—B 2, and Black resigned.

39 B × R, if B × R
40 B × B, if R × B
41 R × P

And Black resigned.

Position after Black's 37th move :—
P—Q Kt 6.

BLACK (MR. PHYSICK).



WHITE (MR. CARROLL).

GAME No. 2,063.

The following very fine example of chess at odds was played at the Vienna Chess Club a short time ago. Score and Notes from *To-Day*.

Remove White's Queen's Knight.

WHITE. M. JANOWSKI.	BLACK. AMATEUR.
1 P—K B 4	
It is not bad policy to try this opening when giving the odds of the Q Kt to a strong opponent, It gets away from the books, and it also prevents Black from forcing an exchange of too many pieces.	
	1 P—Q 4
2 P—K 3	2 P—K 3
3 Kt—B 3	3 Kt—K B 3
4 P—Q Kt 3	4 B—K 2
5 B—Kt 2	5 P—B 4
6 Kt—K 5	6 Castles
7 B—Q 3	7 Kt—B 3
8 Q—B 3	8 Kt—Q Kt 5

.....Under the circumstances Black could well have afforded to give up a Pawn thus : 8 Kt × Kt ; 9 B × Kt, Kt—K 5 ; for if then 10 B × Kt, P × B ; 11 Q × P, Q—Q 4 ; and all hope for an attack for White would be gone.

9	P—K Kt 4	9 Kt × B ch
10	P × B	10 P—Q Kt 3

.....And now the right move was Kt—Q 2 ; and if then 11 P—Kt 5, P—B 3 ; and again the attack would be nipped in the bud.

11	P—Kt 5	11 Kt—Q 2
12	Kt—Kt 4	

He has a good square for the Knight now, which, however, he did not have on the previous move.

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12 B—R 3

....Better was B—Kt 2 at once.

13	Kt—B 2	13 P—B 3
14	P—K R 4	14 B—Kt 2
15	K—K 2	15 Q—B 2
16	P—Kt 6 !	16 P—K R 3

.....P × P, then R—K Kt sq wins back the Pawn, and with an improved position for attack.

17	Kt—Kt 4 !	17 P—Q 5
18	Q—R 3 !	18 B × K

.....Natural enough for a player who receives Knight odds, but the right reply was P—B 4.

19 Kt × P ch

See Diagram.

19 K—R sq

.....If P × Kt, then 20 Q × P ch, K—Kt 2 (if K—Kt sq, 21 Q × B wins off hand); 21 Q × B ch, K × P; 22 P—R 5 ch, K—B 4; 23 P—K 4 ch, K—B 5; 24 R—K B sq ch, &c.

20	Q—Kt 4 !	20 Q—B 3
21	Kt—B 7 ch	21 K—Kt sq

.....Not R × Kt, as then 22 Q—R 5 ch, and mate follows in two moves.

22 R × B

He could not play Q—R 5 at once, as in that case Black could well afford to sacrifice a piece by B—B 6 ch.

22 R × Kt

23 R—K Kt sq

And if now Q—R 5, Black escapes by Q—Kt 7 ch; 24 K—Q sq, Q × R ch; 25 K—B 2, B—Q 3 !.

23 P—B 4

24 Q—R 5

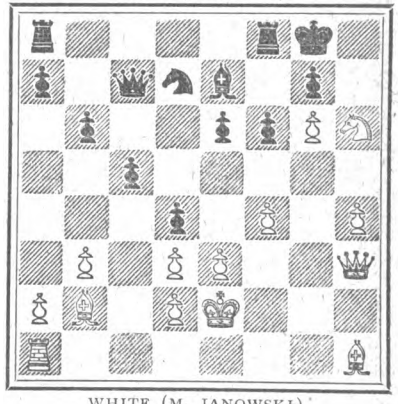
At length the mate is forced; a most extraordinary game.

		24 Kt—B 3
25	P × R ch	25 K—B sq
26	Q—R 8 ch	26 K × P
27	R × P mate.	

Position after White's 19th move :—

Kt × P ch.

BLACK (AMATEUR).



WHITE (M. JANOWSKI).

GAME No. 2,064.

Played at Birmingham, January 28th, 1893, in the first North *v.* South match.

Ponziani Opening.

NOTES BY JAS. MASON.

WHITE. Mr. A. J. MAAS, *London.*	BLACK. Mr. F. M'CARTHY, *Birmingham.*
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 P—B 3	3 Kt—B 3
4 P—Q 4	4 P × P

.....Each of the other obvious moves, ... Kt × K P and ... P—Q 4, is stronger; Black evidently failing to take up even ground by this. There is some question as to whether 3..., Kt—B 3 is really preferable to 3..., P—B 4—Ponziani's "Counter Gambit"—for the defence in this opening. If 3..., P—B 4 is good in the *Ruy Lopez*—as Mr. H. A. Reeves by his analyses in "The Chess Monthly" endeavours to show—then, *a fortiori*, it must be good in reply to 3 P—B 3. If so, then must Ponziani be justified (after a hundred years) and this third move of White condemned. H 2*a*

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5	P—K 5	5 Kt—K Kt sq
6	P × P	6 P—Q 4
7	Kt—B 3	7 P—K R 3

.....Weakening, of course. But it may have been judged important to prevent B—K Kt 5, when the Knight comes out at K 2. Neither ... B—Q Kt 5 nor ... B—K Kt 5 would be favourable; as at best it could but lead to an exchange of a good defensive piece, in a position of very backward development.

8	B—Q 3	8 K Kt—K 2
9	B—K 3	

Hindering both ... B—B 4 and ... Kt—B 4, for some little time. Because, after B × B (or Kt), Q—Kt 3 would follow. The whole of the game is excellently managed by White.

		9 B—K 3
10	P—Q R 3	10 P—R 3
11	Q—B 2	11 Q—Q 2
12	Kt—K 2	12 Kt—B 4
13	Kt—B 4	13 Kt × B
14	P × Kt	14 Kt—Q sq
15	Castles K R	15 R—B sq

.....No doubt intending ... P—Q B 4—a good move if it could only be safely made.

16	P—Q Kt 4 !	16 B—K 2
17	Kt × B	17 Kt × Kt
18	B—B 5	18 Castles
19	Q R—B sq	19 P—Q B 3
20	Kt—Q 2	20 P—B 3

.....Mr. M'Carthy's greatest safety lay in maintaining the *status quo*. Considering his initial difficulties, he had here a fair position for pure defence—and for nothing more.

21	Kt—B 3	

Naturally. This Knight has now a definite mission against the King; whereas, had Black retained control of K Kt 3, it would be very different.

		21 B—Q sq
22	Kt—R 4 !	22 P—K Kt 4

.....There does not seem to be anything less disastrous.

23	B × Kt ch	23 Q × B
24	Q—Kt 6 ch	24 K—R sq
25	Q × R P ch	25 K—Kt sq
26	Q—Kt 6 ch	26 K—R sq
27	Kt—B 5	27 Q—Kt sq

.....If ... R—Q B 2, collapse might still be averted. But even in that case—what with his Pawn and Knight against Bishop, and other advantages—White should win.

28	Q—R 6 ch	28 Resigns.

THE PROBLEM WORLD.

All communications respecting problems must be addressed to Mr. B. G. Laws, 21, Nelson Road, Stroud Green, London, N.

ALL-IN SOLUTION TOURNEY.—Score Table :—

	Old Score. (See July.)	1605	1606	1607	1608	1609	1610	1611	161	July Totals.
§"East Marden"	139 ...	3	3	3	3	6	3	20	4 ...	184
‡‡A. C. White	50 ...	3	3	3	3	3	9	4	4 ...	82
‡C. S. Earle	53 ...	3	3	3	3	3	6	4	4 ...	82
‡Chas. Johnston	273 ...	3	3	3	3	6	9	12	4 ...	316
‡W. H. Thompson	222 ...	3	3	3	3	3	3	4	4 ...	248
**"Gibson"	8 ...	3	3	3	9	3	3	16	4 ...	52
††"Beta"	329 ...	3	3	3	3	6	6		4 ...	357
††E. W. Brook	91 ...	3	3	3	−2		3		..	101
††J. D. Tucker	30 ...	3	3	3	3	−2	6	4	4 ...	54
††P. L. Osborn	... Cancelled	3	3	3	9	6	9	20	4 ...	57
†Capt. G. A. Forde	382 ...	3	3	3	3	3	3	4	4 ...	408
†J. J. O'Hanlon	347 ...	3	3	3	−2	3	3		...	360
†R. M. Peake	328 ...	3	3	3	3	6	3	4	4 ...	357
*S. H. H.	215 ...	3	3	3	9	6	3	8	4 ...	254
*J. Y. Fullerton	161 ...	3	3	3	3	3	3	4	4 ...	187
*E. E. Westbury...	133 ..	3	3	3	3	6	3		4 ...	158

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*G. Woodcock	101	...	3	3	3	3	6	3	8	4	...	134
"D.C.T."	354	...	3	3	3	3					....	366
C.F.B.	8	...	3	3	3	-2	3		4	4	..	26
A. Baker	256	...	3	3	3	3	6	3	4	4	...	285
H. S. Brandreth	198	..					-2	-2		4	...	198
G. H. C.	249	...	3	3	3	3	6	3	4	4	...	278
F. Bonner Feast	32	...										
J. W. Malcolm	8	...	3	3	3	3	6	9	4	4	...	43
"Cigaro Nicotini	90	...	3	3	3	3	3				...	105
W. A. Collier	20	...	3	3	3	3		3	4	4	...	43
T.D.	370	...	3	3	3	3	3	3	4	4	...	396
O.R.F.	8	...	3	3	3	3	-2				...	18
D. C. Gregson	44	...	3	3	3	3	3	3			...	62
A. J. Head	197	...	3	3	3	3	3			4	...	216
F. Kent	364	...	3	3	3	3	3				...	379
"Selbats"	303	...	3	3	3	3	3	3	-2	4	...	323
G. Whittle...	67	..	3	3	3	3	3	3	4	4	...	93
"K.W."	268	..	3	3	3	6			4	4	...	291

* Previous winners. † Twice winners. †† Winners three times.
** Winners four times. ‡ Winners five times. ‡‡ Winner six times.
§ Winner seven times.

Mr. W. A. Collier writes that we have given him a credit of 2 points for sending a wrong solution to No. 1597. We find he is right and consequently he should have a minus of 2. This duly adjusted makes his carried forward total 20 instead of 24.

R. M. Peake's June total is obviously given 100 marks short in the July issue. 328 is brought forward this month.

G. Woodcock's 110 of last month should clearly have been 101. The correction is made above.

Capt. G. A. Forde has this month a further promotion in our Solving Corps; by his score of 408 he becomes a second-time winner.

"CANTERBURY TIMES" JUBILEE PROBLEM TOURNEY.—The following are the principal prize-winners in the three-move section.

By F. A. L. KUSKOP. Wellington, N.Z.
(FIRST PRIZE).
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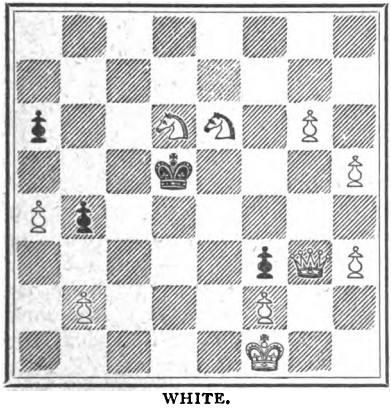

WHITE.
Mate in three.

By E. SAMUEL, Tauranga, N.Z.
(TIE FOR SECOND AND THIRD PRIZES).
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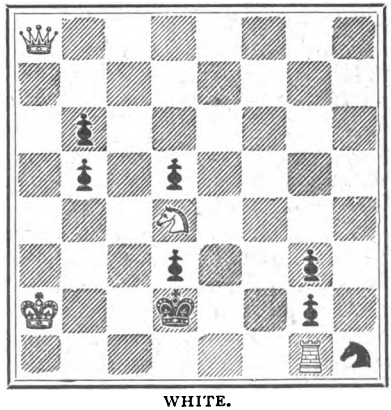

WHITE.
Mate in three.

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By F. A. L. Kuskop (tie for second and third prizes).—2 B 5 / 8 / 1 K 4 p 1 / 8 / 1 Q 3 p Kt 1 / 3 k 4 / 8 / 8 /. Mate in three.

By Thos. Kinsella, Inglewood, Taranaki, N.Z. (fourth prize).—3 kt 2 b / 2 p 5 / 1 p 6 / p B 3 Q Kt kt / 2 P k 2 P 1 / 3 p 2 p 1 / K 1 p 5 / 2 B 4 b /. Mate in three.

In the Two-move section the prizes have fallen to the subjoined problems.

By F. A. L. KUSKOP.
(FIRST PRIZE.)

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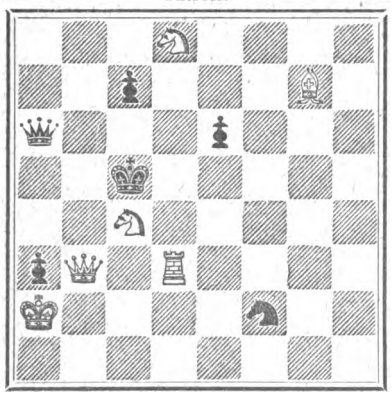

WHITE.
Mate in two.

By F. A. L. KUSKOP.
(SECOND PRIZE.)

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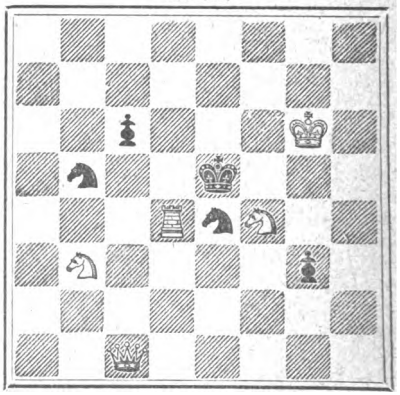

WHITE.
Mate in two.

By F. A. L. Kuskop (third prize).—4 R 2 r / 1 Kt p kt 4 / 1 kt 2 B 2 p / 4 B 3 / 2 p 1 k 3 / 6 Q 1 / 8 / K b 6 /. Mate in two.

By J. L. Power, Wellington, N.Z. (fourth prize).—5 Q 2 / 8 / K p 2 Kt 1 p 1 / p r 1 P 1 P 2 / 1 p Kt b k 1 p kt / 1 B 6 / 1 B 2 P P 2 / q kt 6 /. Mate in two.

It will be remembered that in our last November issue we pointed out the startling likeness between the first prize two-mover (which competed under the motto "Economy") and a prize two-mover, by G. Heathcote, in the *Leisure Hour* Tourney. The matter came under the consideration of the judges, who have been quite satisfied that "Economy" was entered in competition before a published copy could have reached New Zealand, and as this Jubilee Tourney was restricted to N.Z. composers, it was ruled that not only should it be allowed to stand as an entry, but that no points should be docked on the count of originality. This explains why, notwithstanding the resemblance of the two positions, it has been awarded honours. Mr. Kuskop has been phenomenally successful; he also received honourable mention for two other problems, one in each section. His problems, though they show a keen appreciation of what is proper in the art of construction, are not as yet marked with a high degree of originality. This is particularly the case with the second prize two-mover, which in our

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opinion should properly have been disqualified, but doubtless the older problems which we now quote to verify our view on this matter were not known to the judges.

By R. Steinweg (Wurzburger Tourney, 1893).—8 / 7 p / 2 p 2 p 2 / 1 kt 2 k p 2 / 3 R kt Kt 2 / 1 Kt 3 p 1 P / 7 K / 2 Q 5 '. Mate in two.

By P. Siedenschnur (*Reichsboten*, 1900).—7 b / 2 p 2 p 2 / 1 kt 2 k p 2 / 3 R kt Kt 2 / 1 Kt 3 p 1 P / 7 K / 2 Q 5 / 8 /. Mate in two.

FACTS AND TRIFLES.—We have had some interesting correspondence with our friends on the subject of Mr. Heathcote's two-move novelty. One eminent foreign composer has sent us a capital two-mover, which, as it does not comply with the stipulations (although he is under the impression it does), must be delegated to other uses. So far as we can learn, Mr. Heathcote can claim to be first in his illustration of the complete idea, notwithstanding the rumours that another composer had forestalled him. It seems to be a case of mistaken identity. However, with the precedent of Mr. Heathcote's problem, other composers seem desirous of working upon his *quasi* copyright, as we have had six or seven tenders. In time these may lead to interesting developments, and we should welcome results from our "constructive" problemists. One capital specimen (which is one among the number) has reached us, and is worthy of record on account of its comparative simplicity. The idea is carried out neatly, but obviously the tightened stopper has been loosened by the warm genius of Mr. Heathcote, and gives others an easy means of "drawing" with effective results. Here is the clever setting we have just referred to.

By E. S. CAMPLING, Hertford.

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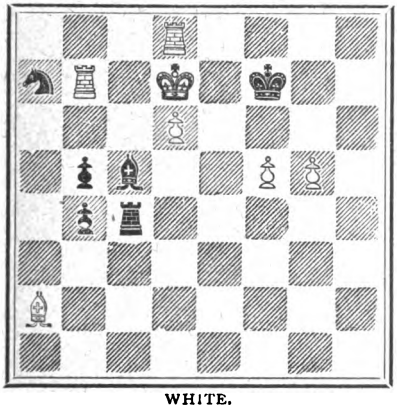

WHITE.

Mate in two.

Concerning our remarks of last month respecting the prize two-mover of the *Football and Field* competition, the following has appeared in that paper by way of reply:—

"The *British Chess Magazine* includes a reference to our two-move prize-winner, by Mr. E. J. Winter-Wood, which is compared with a position by Mr. Pierce, Mr. Winter-Wood assures us he had never seen the position referred to before his attention was drawn to it. We have submitted the two positions to the gentleman who acted as judge. His comment is as follows: 'There is a good deal of positional and thematic likeness between the positions; but, as it seems to me Mr. Winter-Wood's position is an improvement on the older one, both in key and in the management of the main variation, I see no reason to alter the placing.' That, of course,

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settles the matter. As may be seen from Mr. Laws' comments on the *Leeds Mercury* tourney, 'two-movers have now been so worked that we can scarcely hope for more in the way of originality than the new setting of old themes.' Plagiarism where Mr. Winter-Wood is concerned is, of course, out of the question."

We would be the last to accuse a composer of Mr. Winter-Wood's status with unfairness, but nevertheless we wonder at the decision of the gentleman who has adjudicated. The problem is original or it is not. Were we the judge, bluntly, we should have disqualified it outright. It has to our mind not sufficient individual characteristics to entitle it to swing untouched as an original conception. We go further, and show our measure on the subject of originality by quoting a 2-er in the *Leeds Mercury* Tourney which has been lately published. The following is admitted to competition, July 20th, 1901 :—

Motto: "Much ado."—2 kt 5 / p 7 / p b 4 R 1 / Kt 2 k 1 p 2 / 1 Q 6 / r 1 p 1 P 2 p / b 1 P 1 B 2 B / 3 Kt kt 2 K / Mate in two.

A point in construction, associated with the key move of the next problem would in our view be quite sufficient for one to look with suspicion on "Much ado."

By B.G.L.—2 kt kt Kt 3 / 8 / 1 b 5 R / p p 1 k 1 p 2 / p 2 p p 3 / P 2 P 3 p / 7 B / 2 Q B 2 K 1 / Mate in two.

There are, we admit, features in "Much ado" which are absent in the other position, but the germ of strategy, which is rather unusual and marked, is common to both, and the earlier problem overshadows the 1901 production to an extent that we could not persuade ourselves that it has the pristine quality which one expects. We would not refer to this case in this way as the position is *sub judice*, but for the circumstance that we are acting as a judge in the *L.M.* Tourney. Whoever the author is, he now knows what we think of his entry! "provided always" he is as he should be a subscriber to the *B.C.M.* Mr. Winter-Wood has written us the following letter :—

TO THE PROBLEM EDITOR OF THE *B.C.M.*

DEAR SIR,

In reference to the similarity of my prize problem in *Football and Field* to one in *Chess Chips*, to which you referred last month, I wish to state that I have never seen *Chess Chips*, whilst I never saw the problem to which you compare mine until it appeared in the *B.C.M.* My prize problem is, however, in my opinion, vastly superior to the other in every respect, *viz.*, it has a smarter key, one more variation which is part and parcel of the whole theme, and it also possesses better mates, one being a pure mirror.

In conclusion I can only say that the problem to which you refer was no doubt considered a good production about thirty years ago, at the time it was composed, but were it entered for competition in the present day, it would, I feel sure, take a back seat; and if composers are to be suspected of plagiarism when their productions contain much superior points to those ideas that have appeared, the two-move section is for ever doomed. "Them's my sentiments."

Yours truly,

E. J WINTER-WOOD.

Kenwick, Paignton, Devon,
July 6th, 1901.

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Mr. Winter-Wood draws our attention to an alleged similarity between a problem which appeared some months ago in the *Eastern Daily Press* Two-move Tourney and an entry in the *Highgate and Hampstead Express* Competition. He asks if we would wipe out the *H. and H.E.* problem by reason of its apparent likeness to the *E.D.P.* position. We unhesitatingly say no. Granted there is a similarity, but if one is to drastically censure a problem because like (principal) mates take place after King and another piece captures an undefended Rook, one would have to weed out hundreds of problems as blatent infringements. *Eastern Daily Press* is a nice little problem, but the *H. and H. Express* is more original and brighter, and in fact a superior production notwithstanding the variety is not so great. Let our readers judge for themselves and send us their opinion.

E.D.P.—8 / 1 p 4 K 1 / 2 p P 1 Q kt 1 / 4 R 3 / 1 Kt 1 k 4 / 1 P p 3 p 1 / 3 Kt 2 P kt / 8 / Mate in two.

H. and H.E.—3 K 4 / 3 kt 3 p / 5 R 2 / 6 k P / 6 p r / 6 Kt p / 3 P 3 P / Q 7 / Mate in two.

Why do not chess editors be honest, or at least candid? Times out of number we see problems culled from journals marked or implied as original contributions. There can be no harm in complimenting a composer by a reproduction of his problem, but acknowledgment of its original source of publication is, to say the least, a matter of common courtesy. If perchance a composer sends a position which he has contributed elsewhere, and conceals the fact, of course one must not be hard on the chess editor. We make this remark advisedly, because we have 'won medals' at this business ourselves! Thanks to forgetful contributors. All the same a man who foists upon his readers a 'hoary haired' classic as the contribution of an up-to-date contributor, deserves to be black-balled. We see in the *Church and Home* (a publication whose provender—excuse the expression—should be quite above board) five problems out of seven in seven months, are credited to 'a contributor.' These five problems are taken from *The Two-move Chess Problem.* The other two positions are absolute novelties—absurd to a superlative degree.

Our friendly correspondent, the chess editor of the *Canterbury Times*, Mr. S. S. Blackburne, has been led into an amusing mistake, which gives us pleasure to correct. He cites from "a contemporary" an extract on "National Styles in Problem Composition," as though it was quite a new expression of the idea, whereas, as a matter of fact it is simply a quotation from *The Chess Problem Text Book.* It is so good—so we think,—that a repetititon in these pages may be agreeably acceptable. The pen was Dr. Planck's. "The German excels in depth and beauty as the Englishman in constructive skill, and the American in wit and sharpness of idea, and it is altogether impossible to compare the merits of these divergent characteristics; they defy comparison. Each in a limited degree is necessary to the finest problems, but each can be overdone, because only antagonistic; if any one be too closely followed it will almost surely be at the sacrifice of

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the other. The German attains marvellous profundities to the sacrifice of accuracy; the Englishman gives up depth and sharpness of idea for perfection in construction, and the American throws away artistic beauty and constructive elegance to obtain pretty ideas and humorous situations."

One does not often see a two-er from that specialist of two-movers, Mr. T. Taverner, chess editor of the *Football and Field*. Here is his latest:

6 b 1 / 6 r 1 / 4 p 2 b / 1 p 5 Kt / 1 R 1 P k 2 Kt / 1 Q p 1 p 3 / 2 K 2 P r 1 / 4 R 1 B B / Mate in two.

Is this a case of slumbering genius? Probably the position would have figured on a prize list, but the author was doubtless conscious of a key-move which he considered not quite up to the mark, and certainly not so good as is his wont.

ENGLISH SPORTS AND PASTIMES ILLUSTRATED.

COMPILED BY J. KEEBLE—*(continued)*.

No. 5.—FISHING.

THE FISHING ROD.

ANONYMOUS.

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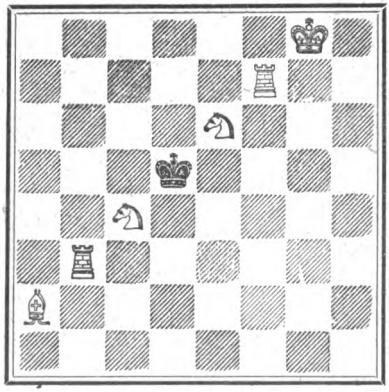


WHITE.

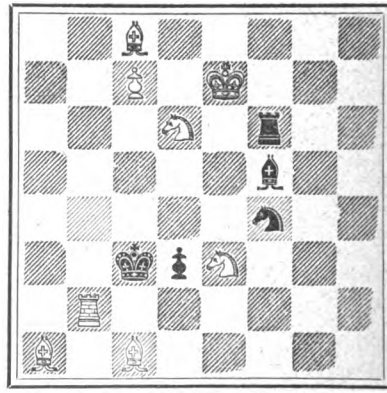
White mates in two moves.

THE BROOK.

By A. COWLING.

"And out again I course and flow,
To join the brimming river;
For men may come and men may go.
But I go on for ever."

BLACK.



WHITE.

Sui-mate in eight moves.

Puzzle: Find the poet's initial.

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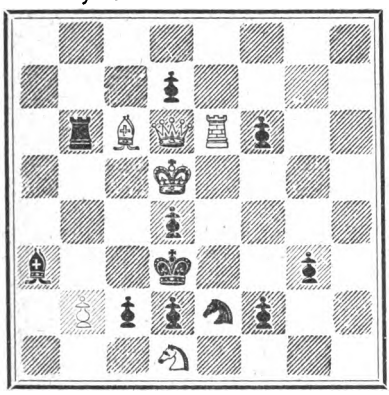
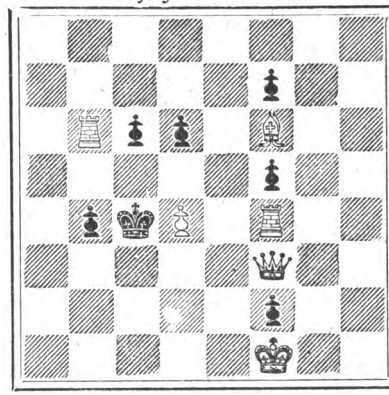
No. 6.—YACHTING.

THE ANCHOR.
By CHAS. A. GILBERG.



Either White or Black to play and mate or self-mate in two moves.

THE ENSIGN.
By J. KEEBLE.



White mates in two moves.

SOLUTIONS AND CRITICISMS.

By Dr. A. Bayersdorfer (p. 264).—1 K—B 6; 2 K × B or P × Kt, 2 Kt × P, &c. If 1..., P—B 6; 2 Kt × P ch, &c. Rather easy but very pretty as far as it goes. Solved by "K.W.," G. Whittle, A. C. White, H. S. Brandreth, T.D., G. Woodcock, Capt. G. A. Forde.

By Dr. A. Bayersdorfer (p. 264).—1 P—R 6, P—Kt 4; 2 Q—R 5, &c. If 1..., P—K 4; 2 Q—B 4 ch, &c. If 1..., K—K 4; 2 Q—R 2 ch, &c. A clever 3-er. The key is fairly good, but the second move in chief line of play is capital. A very nice problem, but not quite in the deceased's ordinary style, which as we have mentioned before was inclined to be profound. Solved by "K.W.," G. Whittle, A. C. White, T.D, G. Woodcock, Capt. G. A. Forde.

By G. H. Langham (p. 264).—1 R—B sq, &c. A very creditable production. The key move is decidedly good, and the idea pleasing. The mates hang well together, and duals are neatly averted. Solved by "K.W.," G. Whittle, H. S. Brandreth, G. Woodcock, Capt. G. A. Forde.

By J. Keeble ("The Cricket Ball," p. 265.—1 K—Kt sq. Solved by "K.W.," G. Whittle, J. D. Tucker, A. C. White, Chas. Johnston, Capt. G. A. Forde.

By F. W. Martindale ("The Wicket," page 265).—(I.) The off stump: 1 R—Q sq, K—B 5 (best); 2 R—Q 5, &c. (II.) The middle stump: 1 Q × B, K moves; 2 Q—R 3 or Kt 3 ch acc., &c. (III.) The leg stump: 1 Q × P, K moves; 2 Q—R 6 or K 6 acc., &c. All solved by "K.W.," G. Whittle, J. D. Tucker, A. C. White, G. Woodcock, Chas. Johnston, Capt. G. A. Forde.

By T. B. Rowland ("The Football," p. 266).—1 Q—R 3, &c. Solved by "K.W.," G. Whittle, J. D. Tucker, A. C. White, H. S. Brandreth, Chas. Johnston, Capt. G. A. Forde.

By C. A. Gilberg ("The Goal Posts," p. 266).—1 Kt—B 5, P × P; 2 Kt—K 7, B—Q 2; 3 Kt—Q 5, &c. If 1..., P × Kt; 2 B × P, B—K 5; 3 Kt—K 8, &c. Solved by "K.W." G. Whittle, A. C. White, Chas. Johnston.

No. 1605, by P. H. Williams.—1 Q—Kt sq, K—B 7; 2 R—R 2 ch, &c. If 1..., K × R; 2 Q—Kt sq, &c. The two principal mates are neatly arranged. The problem is easy to solve, but Mr. Williams' object is not so much in these light positions to puzzle but to please.

No. 1606, by P. H. Williams.—1 Kt—B sq, K—Q 8; 2 P—Q 4, &c. If 1..., any other move; 2 Q—Kt 3, &c. This is not quite so easy, and is pretty, the second move after 1..., K—Q 8 is good and unexpected.

No. 1607, by P. H. Williams.—1 B—Kt 2, K × Kt; 2 B × P. If 1..., P × B; 2 Kt—B 3 ch, &c. A nice little problem, the key and chief mates are really good. Variety is not great, but each of the two variations are pleasing and economical.

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No. 1608, by P. H. Williams.—1 Kt—R 4, P—Kt 4; 2 Kt—B 2 ch, &c. If 1..., K × Kt (R 3); 2 Q—Q Kt 5, &c. If 1..., K × Kt (R 4); 2 Kt—B 2, &c. Unfortunately 1 Q—Kt 5 ch, K—B 6; 2 Q × P, &c. If 1..., K × Kt; 2 Kt—Q sq, &c., as well as 1 Kt—Q 3 ch, K × Kt; 2 Q—Q Kt 5, &c. If 1..., K—R 5; 2 Kt—B 2, &c. If 1..., K—B 6; 2 Q—B 4 ch, &c., cook it. The White King has been placed too close to the adversary, although it seems to be a distant spectator.

No. 1609, by W. H. Thompson.—1 Q—R 8, B—Q 4; 2 R—B 4 ch, &c. If 1..., K × P; 2 Q × B ch, &c. If 1..., B × P (K 6); 2 Kt—B 3 ch, &c. If 1..., B—B 5; 2 Kt—B 3 ch, &c. If 1.., B × B P; 2 Q—Q 8 ch, &c. If 1..., others; 2 R—B 5, &c. We are sorry to say there is another solution to this interesting problem, viz., 1 Q—K B 8, B—Q 4; 2 Kt—B 3 ch, &c. A Black Pawn at K Kt 3 would put matters right.

No. 1610, by G. J. Slater.—1 R—R 5, P—Kt 6; 2 Kt—B 6 dis. ch, &c. If 1..., K—Q 5; 2 Q—Q 6, &c. If 1. ., K—K 5; 2 Q—R 6, &c. We have been very unlucky with Mr. Slater's problems of late, and we regret to learn from our solvers this capital 3-er is spoilt by two cooks: 1 Q—B 6 ch, K—Q 3; 2 Q—Q 4, &c. If 1..., K—K 5; 2 R × P, &c.; and 1 Q—Kt 7 ch, K × P; 2 Q—B 6 ch, &c.

No. 1611, by G. E. Carpenter.—1 B—R 6, K × R; 2 R—K 8, K—B 3 [If 2..., K—K 5; 3 K—K 2, &c.]; 3 B—Kt 8, &c. If 1..., K—B 4; 2 B—K 2, K—K 3 or 5; 3 R—K 8, &c. If 1..., K—K 2 or B 2; 2 R (Q 5)—Q 8, K—B 2 [If 2..., K—K 2 or 3; 3 R (Q 8)—K 8 ch, &c.]; 3 B—B 4 ch, &c. There are four other key moves which are equally effective. These cooks are given in brief. (1) 1 R (Kt 8)—Q 8, K moves; 2 B—Q 3, followed by 3 B—B 5 or Kt 6, &c. (2) 1 R—B 5, K—B 4 (best), K moves; 3 R—K 8, &c. (3) 1 R—R 5, K—K or Q 2; 2 R—R 6, followed by 3 R—Kt 7 ch, &c. If 1..., K—B 4; 2 B—K 2, K moves; 3 R—K 8, &c. (4) 1 B—Q B 4, K—B 4 (best); 2 B—B 7 dis. ch, K moves; 3 B—Q 8, R—Q 4 or R—K B 8 accordingly, &c.

No. 1612, by W. A. Shinkman.—1 Q—Q 4, P—K Kt 4; 2 Kt—Q 2, P—Kt 4 [If 2..., P—Kt 5; 3 Kt—B 4, &c.]; 3 Q—Kt sq ch, &c. If 1.. , P—Q Kt 4; 2 Kt—Q 2, any; 3 Q—Kt sq ch, &c. If 1..., K—R 7; 2 Q—R 4 ch, K—Kt 8; 3 Kt—B 3 ch, &c. If 1..., K—Kt 8; 2 Q—Q sq ch, K—R 7; 3 Kt—B 3 ch, &c. Elegant but easy for a four-er. There are, however, some close things in tries; the neat setting makes the problem inviting.

ANSWERS TO CORRESPONDENTS.

A.G.G.R. (New Swindon).—Thanks for cutting. You do not furnish us with the composer's name.

F.B.F. (Birmingham).—Thanks for the two-er, which we will publish soon.

T.D.—In Mr. Mackenzie's problem, page 224, 1 Q—R sq is answered by 1..., K—B 5; and in his problem on page 225, 1 Q—B 3 ch is easily met by 1..., K—B 5.

H.S.B.—In 1603, after 1 R—K 3 try 1..., P × K P.

W.H.T. and G.W.—You will notice we have put your scores correct. Cannot explain how we erred, as your solutions are clear enough.

O.R.F.—Your solution to 1609, by way of 1 Q—Kt 8, is a bit "orf." Try 1..., B—Q 4; 2 Q—Kt 4 ch, K × P.

J. J. O'H.—In 1608, 1..., P—Kt 4 meets 1 Kt—Q sq. The other matter will doubtless have been attended to before this.

J.D.T.—1 Q—Kt 6 is answered by 1..., B—B 3 in 1609.

W.A.C.—We thank you for kindly calling attention to your solution of 1597.

C.F.B.—See note above *re* 1608.

A.N.S.—Your problem to hand, which we may use soon. The key is rather against the rules!

E.S.C.—Thanks for interesting positions. You see we make use of version No. 4.

E.J.W.W.—The New Zealand coincidence you refer to we noted in November, 1900 (see page 471, vol. xx. of *B.C.M.*). The *H. and H. Express* case is not so striking. Thanks.

N.M. (St. Petersburg).—Thanks for problems, which are very acceptable. The last position, however, does not carry out the idea of Mr. Heathcote's two-er. Your letter was just in time to prevent its publication. A few hours later and it would have been printed in present issue.

Problems received with thanks from W. A. Collier, A. E. Mercer.

G.M.M. (Mexborough).—Many thanks. You see we have used your information to a purpose.

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PROBLEMS.

No. 1617.

By E. E. WESTBURY, Birmingham.

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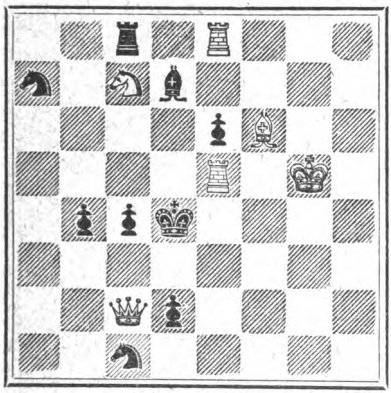

WHITE.

White mates in two moves.

No. 1618.

By REV. ROGER WRIGHT, Worthing.

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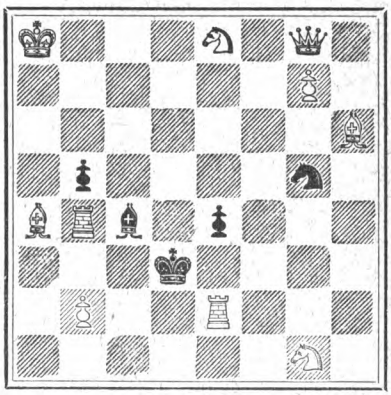

WHITE.

White mates in two moves.

No. 1619.

By E. J. WINTER-WOOD, Paignton.

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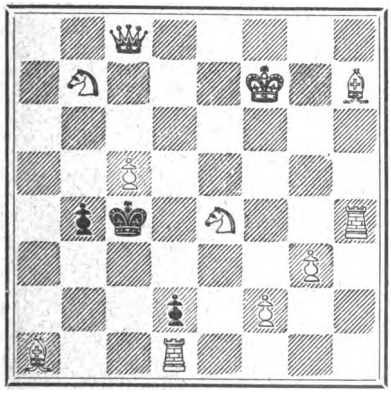

WHITE.

White mates in two moves.

No. 1620.

By A. C. WHITE, New York.

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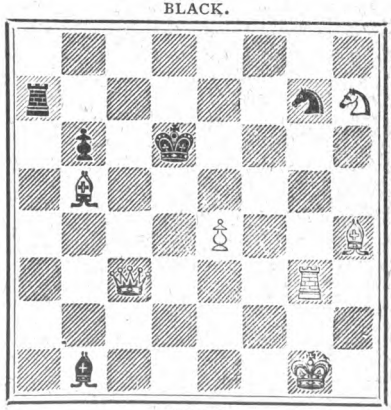

WHITE.

White mates in two moves.

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PROBLEMS.

No. 1621.

By A. C. WHITE,
New York.

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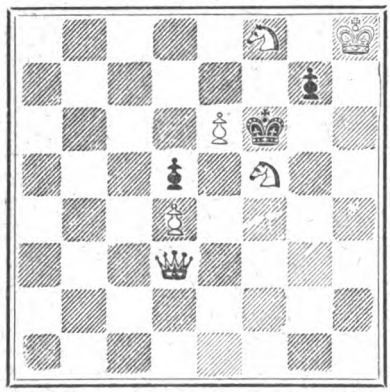

WHITE.

White mates in three moves.

No. 1622.

By W. A. SHINKMAN,
Grand Rapids.

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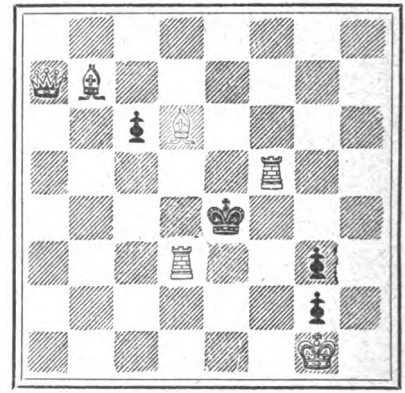

WHITE.

White mates in three moves.

No. 1623.

By MRS. W. J. BAIRD,
Brighton.

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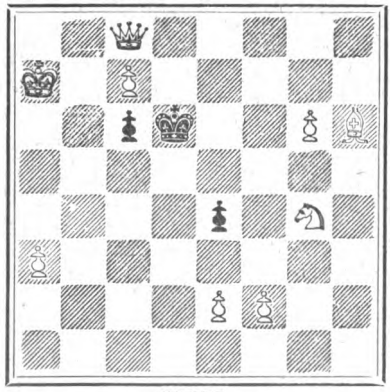

WHITE.

White mates in three moves.

No. 1624.

By W. FINLAYSON,
Edinburgh.

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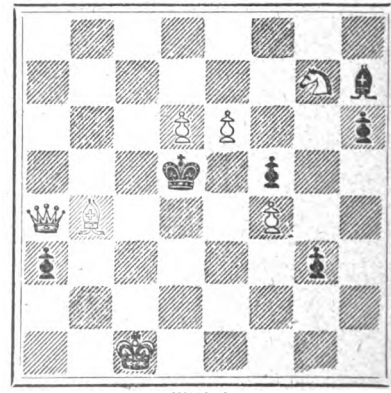

WHITE.

White mates in four moves.

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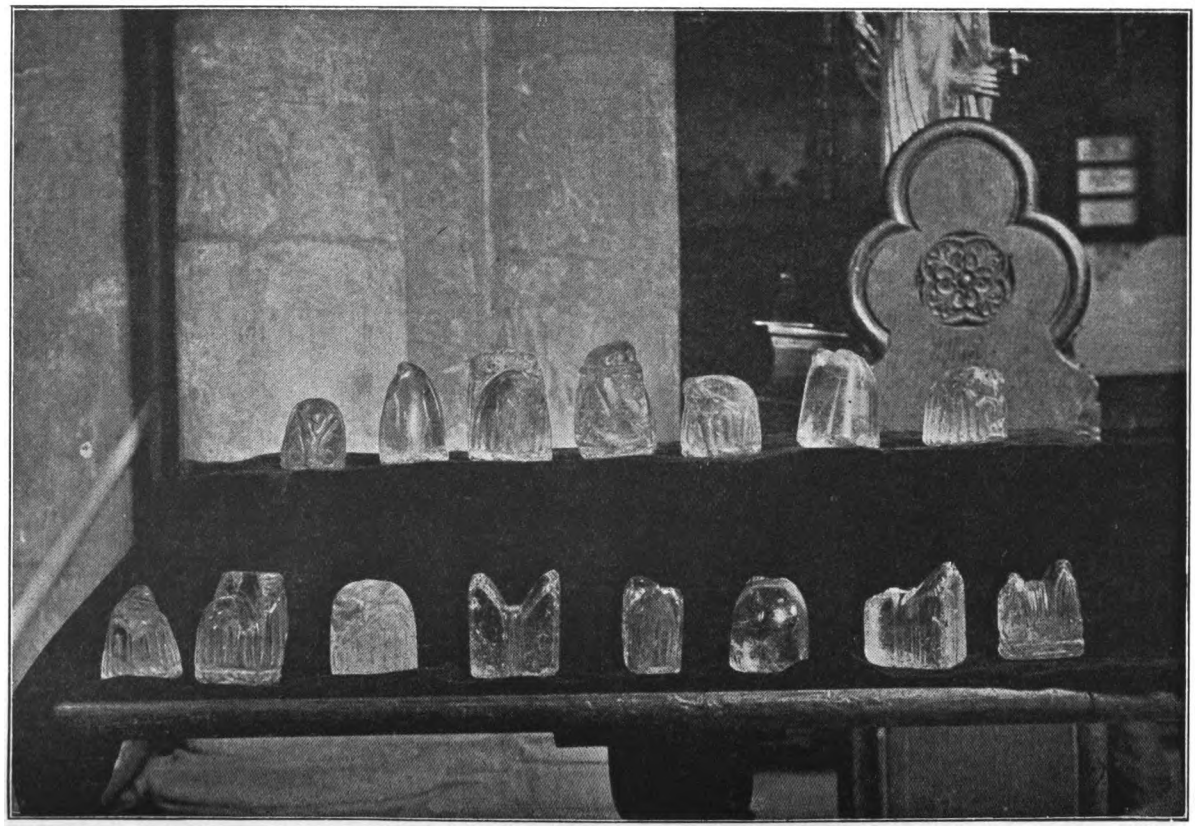

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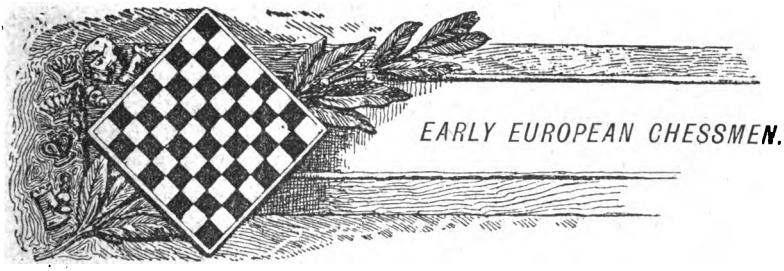
BRITISH CHESS MAGAZINE.

SEPTEMBER, 1901.



EARLY EUROPEAN CHESSMEN.

ANYONE who has dipped deeply into the mediæval European romances—French, German, Dutch, and English—might indeed be excused if he came to the conclusion that the age of gold of chess had passed and given place to an age of iron or even lead. For these old romances abound in references to chess in high places, and their compilers and translators dwelt lovingly upon the splendours of the accessories of the game. In their references to chess they reflected the life of their time—that of Western Europe from the twelfth to the fourteenth century. Chess and tables were the games of the nobility, and an oft-repeated passage tells how the nobles spent their days. How in the morning they went to church, and how after dinner some betook themselves to the fields to prove their mettle with lance and sword, while others joined the ladies and played at chess or tables. And no mean opponents were these ladies in the days of chivalry. Many of the romances contain accounts of games between knights and ladies, and the general impression that one forms is that the ladies were generally the better players. But it is by no means equally certain that the romancers give a faithful picture of the boards and pieces of their time. Probably here their powers of imagination have been given full play. Where now could a chess player find a board of pure gold such as the King of Bauderis, Cassiel de Gadres, and the Princess Fezonas used for their game in the city of Epheson in Chaldea, in the time of Alexander the Great? Pure mythology reigns here, and we are not surprised to find that Pygmalion made the board and pieces. These latter were, on the one side, of sapphire, gold-mounted, with Pawns of emeralds,

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green as grass; on the other side were pieces of topaz, also gold-mounted, with Pawns of ruby, red as flame. Small wonder that the Scotch translator pauses to exclaim—

"Siccan a chekker that neuer ar
Was sein an bettar seildin quare."

The game that was played is described at great length, and occupies about 200 lines of the poem 'Cassamus.' It gives the most vivid picture of a mediæval game of chess with the accompanying play of wit that I know. Unfortunately it is impossible to recover the actual succession of moves beyond the commencement of the game, and even here it requires all a chess player's ingenuity to understand what the moves can have been.

We find splendid sets mentioned also in other romances. Huon of Bordeaux plays his strange wager game against the Saracen Admiral's daughter with pieces of fine gold, on a board whose squares are of gold and silver. In 'Wilhelm of Oranse' the Marquess plays Queen Arabêl upon a board of ivory, with men of sapphire and emerald. In another romance, 'Renat le Nouvel,' the pieces are valued at a thousand silver marks. In our English 'Tale of Beryn' (Norman-French originally), Beryn gets into sore trouble during his stay at Falsetown through wagering at chess;—

"The ches was al of yvery, the meyne fressh & newe,
I-pulsshid and i-pikid of white, asure & blewe."

It was in such ways that the old romancers added colour and interest to their stories. Their hearers, I have no doubt, listened open-mouthed to the descriptions of such wonderful sets, and measured the magnificence of the heroes of the stories by the splendour of their surroundings. One German romance—'Wigalois'—gives us a hint of this when it describes how the ladies played tables and 'courier'—a variant of chess which survived at Ströbeck long after it had died the death of all variants of chess elsewhere, but has been dead there also for many years past—with men of ivory, and goes on to tell how 'in those days people played with noble pieces, not with wooden ones as ladies play now-a-days.' This admission, I think, gives us a safe clue to what was the real state of things. Just as in our own day there are two types of chessmen in existence, the one for show, the other for use, so have there always been. Our museums give us plenty of specimens of the former, elaborately carved Kings, real Knights on horseback, real Bishops enthroned or mounted on sober steeds, foot soldiers for Pawns. Such are men that kings and princes might own, but scarcely play with,* such do we often find left as valuable legacies to monastery and cathedral, and handed down among their treasures. But the ordinary individual found humbler implements of play, pieces of wood or bone representing the different men by some conventional form. Such too do we find—though less sparingly—in museums and in churches; less sparingly because less valuable, and therefore less thought of; and the stray pieces in the museums are evidently old pieces which were lost by their old owners,

* To use the chess pieces in the National Library of Paris, a board of nearly a yard and a half square would be required; while early pictures of players generally shew a board not larger than two feet square.

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and which have been dug up in our own days. Nor did monarchs despise these more homely, and certainly more convenient pieces. There is in existence the inventory of Martin K. of Arragon, compiled in 1410, in which 21 entries relate to boards and men for chess and tables. He owned incomplete sets of coloured glass, of crystal, of jasper, evidently preserved only because of the value of the materials; but his complete sets were of ivory or bone and ebony. And nearer home our own Henry VIII. was content with chessmen of bone, coloured black and white.

What then were the conventional shapes of these pieces? I think we can —with very fair presumption of accuracy—ascertain from the means at our command. These means are firstly the evidence of the museums, secondly that of manuscripts. After the more stately carved pieces (named for the sake of distinction 'museum-pieces') have been weeded out, there remain a certain number of simpler and more conventional pieces. Of these there are several in case *L* in the mediæval room on the upper floor at the British Museum. This case not only contains the pieces found in the island of Lewis, but also other chessmen,—some remains of old Arabic sets, and a few isolated pieces found in widely scattered localities. That some of these isolated pieces are wrongly designated 'chess-pieces' is easily seen. The curious bone carving, shaped like a mitre and found at Woodperry, Oxfordshire, in an early Saxon mound-grave, is impossibly chess and a Bishop only by anachronism. The two jet carvings found in excavating the Mote Hill, Warrington, and represented in the Museum by sulphur casts, are also certainly not chess. Nor is the fragment of a somewhat similar carving found in Norfolkshire chess. All these *may be* pieces for a game, for there were board games that the Saxons, Danes, and Britons played,—but there is no evidence one way or the other, and chess is impossible, for these carvings date back to pre-christian times.

After rejecting these, we have 12 carvings left, apparently ivory, bone, and wood. These fall by their shape into four groups. Of these groups, the first contains four pieces; one was found in Catania, Sicily, but in the case of the others there is no information given. The pieces have circular bases and are cylindrical with a flat top, but one half is cut away so that it is not so high as the other part, and the top of this half is moulded spherically. It is much as if one were to cut a couple of inches off the curved end of a broomstick, then to halve it vertically down the middle, and after reducing one half by half-an-inch or so, were then to fasten the two halves together again. And by a slight stretch of imagination the resulting figure may be compared to a throne with a very full cushion on the seat. These pieces, I believe, represent Kings. The second group of three pieces, one hailing from Moorfields, London, have oval bases and flat tops, and are so shaped that while in the main the sides are vertical, the top has two points, projecting horizontally. These pieces are, I believe, Bishops. The third group of two pieces are plain cylinders, with two vertical tusks on one side of the top; these are also Bishops. And the last group—the Knights—resemble the Bishops of the second group, except that they have only one projecting point. Of four Knights, one comes from Moorfields and another from Helpston, Northamptonshire. There are no Rooks or Pawns of conventional pattern in the Museum.

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It is singular that remains of two sets, both of rock crystal, corresponding exactly in shape, have been found on the continent. One of these, containing 14 pieces, is at Ager, in Catalonia, Spain; and good woodcuts of the various pieces are given by Brunet y Bellet in the *Stratégie*, 1888, and also in his *Ajedrez*, 1890. The other set—of which a photograph is reproduced in this number—is at Osnabrück, in Hanover, where it is preserved in the treasury of the Dom or Cathedral, and is popularly ascribed to Charlemagne. The earliest mention of it, however, is no older than 1646, when a M. Joly, a Canon of Paris, made a tour to Munster in Westphalia, and saw them on his journey. His account was printed in 1670. He says: 'Il y a encore 25 on 26 eschets qu'on dit estre de luy (*i.e.* du mesme Charlemagne) qui font de crestal, et ont diverses figures, les vns estans ronds, les autres quarrés, et les autres pointus, sans ressembler aux nostres d'apresent.' Berlage [Mittheilungen über die kirchlichen Alterthümer Osnabrücks XI. 1878, p. 273] has described the existing pieces and collected the known references to them.* I need scarcely say that [as has also been established in the case of the other Charlemagne relics which Joly saw] these chess pieces can have no connection with the Carlovingian monarch. The 25 or 26 pieces which Joly saw have suffered badly in the course of time, and now number only 15. It will be noticed that some of the pieces are chased, and others plain. The same is true of the Spanish set, and I believe that this was for the purpose of distinguishing the two sides; there are traces in the case of the Osnabrück pieces which seem to show that the sides were also differentiated by being partly mounted on red glass.

If we start at the left-hand side, the pieces in the upper line appear to represent—

? Pawn Knight King ? Queen Bishop Bishop Bishop

And in the lower line—

? Queen King Bishop Rook Rook (endwise) Bishop Rook Rook.

This photograph will serve to amplify my description of the British Museum pieces, for the Osnabrück Kings, Knights, and Bishops approximate very fairly to the British Museum pieces. The identification of the Rook—'Janus biceps' and 'bifrons Rochus' as it is called in mediæval writers—is perfectly certain, but that of the Queen and Pawn less so. The pieces which Brunet identifies as Queen in the Ager set are somewhat similar in shape to the King, while he calls all the plain pieces Pawns, thus making the Ager set distinguish the eight Pawns from one another and link each by its shape to its superior piece. This is a pure guess—without a scrap of evidence in its support from the practical game;† it leaves the

* Berlage also supplied the information relating to the pieces which v. d. Linde gave in the 'Geschichte,' vol. II., pp. 316 seq. The pieces vary in height from 3 to 5 cm., and the largest base is 3·8 cm. across. v. d. Linde assigns them to the fourteenth century. They are probably rather older.

† Of course Cessoles and his translators and imitators differentiated the eight Pawns, but this was merely for moralising purposes, and his eight classes of men have no connection with the master piece of their files. Cessoles' work is *not* primarily a chess work. The chess pieces gave a convenient series of pegs upon which to hang a collection of stories illustrating particular virtues and vices.

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fourteen Ager pieces all belonging to one side, which is rather unlikely, and fails to explain what one piece (which I identify with the Pawn) represents.

My identification depends considerably upon the evidence of manuscripts. Some of the mediæval problem collections contain problems in which the pieces are represented by what I take to be rough drawings of the pieces. These establish the correctness of the identification of the Rook, the Knight (with one horizontal hump), and the Bishop (with two horizontal humps*). The King and Queen, however, are more symmetrically shaped in the MSS. than the Osnabrück, Ager, and London pieces. I think we can discover a reason for the divergence, if we consider the difficulty that must have been experienced in early times in carving anything but the roughest of pieces in rock crystal. It is at least worthy of note that we should find this 'throne' type existing in such widely different localities as North-East Spain, Sicily, Germany, and England. The earliest MS. Kings are of the mushroom type, which still exists among native players in India and in Mohammedan lands. This suggests that this type of piece goes back to Arabic times, and reflects Arabic influence and ideas. Such would be both natural and extremely probable. Parts of Spain and all Sicily were for long under Mohammedan influence, and early English chess also shows remarkably strong traces of Arabic ideas. Further back we cannot go. We have no early Indian sources that help us, and the later ones are only Arabic—the result of the Mohammedan conquest of N.W. India. We may try and picture to ourselves reasons for the different shapes—that the two-pointed Bishop represents the elephant's tusks, and the one pointed Knight the horse's head—but this is all pure conjecture, and conjecture fails to discover a connection between the two-horned Rook and the chariot which it pictures. But once invented, these conventional shapes would justify their existence by the ease with which they could be carved, and they thus bear witness to the early popularity of the game.

It is not my intention to trace the development from these early pieces of the modern 'Staunton' chessmen, or the many types that now exist. Anyone who desires to do so, may easily construct a catena of instances from the figures on the board in Caxton's Version of Cessoles, and in the two contemporary works—the Italian version of Cessoles ['Volgarizzamento'], and the Spanish Lucena, from the figures in Damiano, Lopez, Selenus, and in more modern chess works.

H. J. R. MURRAY.

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* STRUTT, Sports and Pastimes of the English People, reproduces the figures in the Cotton MS. (London), but his identification of the pieces is absurd, and shows that he never used the text of the MS. to elucidate his drawings.

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A NEW VARIATION IN THE SPANISH GAME.

By Dr. Svenonius.

(Translated from the Swedish in *Nordisk Skaktidende.*)

IN the following I shall try to demonstrate that an often used and much debated variation in the Spanish Game still offers a neglected resource, which entirely alters the ordinary character of the game, and opens up a great many interesting combinations.

In the well-known position after:—

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—Kt 5	3 P—Q R 3
4 B—R 4	4 Kt—B 3
5 Castles	5 Kt × P
6 P—Q 4	6 P—Q Kt 4
7 B—Kt 3	7 P—Q 4
8 P × P	8 B—K 3
9 P—B 3	9 B—Q B 4

The best continuation has been thought to be 10 Q Kt—Q 2, Castles; 11 B—B 2, but for my part, in spite of the greatest authorities, these moves have never been convincing, especially as in the cases where White thereby in practice succeeded, I constantly believed myself able to demonstrate apparent failures in his opponent, which more than once would have turned the tables. I have therefore at last looked about me for a possibly better mode of treatment, and think I have found one, namely, 10 P—Q R 4. In earlier stages also this move has been tried, but without apparent effect. Here it is in its right place, for White thereby at all events gains an important time for his central attack.

10 P—Q R 4	10 R—Q Kt sq (best)

On 10..., Castles; follows 11 P × P, P × P; 12 R × R, Q × R, 13 Q—K 2, P—Kt 5; 14 B—B 2, &c. On 10..., Kt—R 4; ensues 11 B—B 2, P—Kt 5; 12 Q—K sq, &c. And on 10..., P—Kt 5; with greater advantage 11 B—B 2, Castles; 12 Q Kt—Q 2, &c.

11 P × P	11 P × P
12 Kt—Q 4	

A far reaching move, with wide consequences. Chess literature appears to be silent as regards this move.

	12 Kt × K P
13 B—B 4	

From this point the defences principally in question are treated under Nos. I., II., and III.

I.

	13 Kt—Kt 3
14 Kt—B 6	14 Q—R 5
15 B—K 3	15 B × B (A)
16 P × B	16 Q—Kt 4

Not so interesting, but perhaps more solid, would be 16..., R—Q B sq; after which, White, with 17 B × P, Q—Kt 4; 18 B × B, Q × K P ch; 19 K—R sq, P × B; 20 Q—K sq, Q × Q; 21 R × Q, Kt—Q 3;

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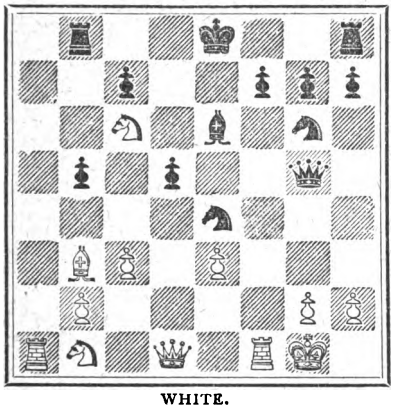
Position after Black's 16th move :—

Q—Kt 4.

BLACK.



WHITE.

22 Kt—R 3, very soon wins back his Pawn.

17 Kt × R	17 Castles

.....Otherwise White relieves himself easily. That 17.., Q × K P ch is insufficient is evident, and if 17..., Kt—R 5; then 18 Q—K 2, &c.

18 Kt—B 6	18 Kt—R 5
19 Q—K 2	19 B—R 6
20 Kt—K 7 ch	20 K—R sq
21 R × P !	21 R—Q sq
22 Kt—Q 2	22 B × Kt P
23 Kt × Kt	23 P × Kt
24 K—B 2	24 B—B 6
25 R—K Kt sq	25 Q × R ch
26 K × Q	26 B × Q

The storm is now over, and Black has a Pawn more, which, however, at once falls after 27 Kt—B 6. That White afterwards has the best of it is my conviction.

A.

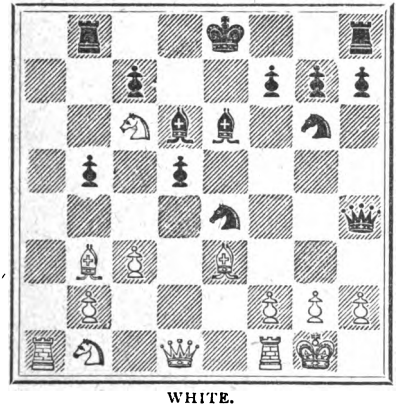
15 B—Q 3

Black has now a very brief sharp attack, which, however, I believe, can likewise with advantage be repulsed.

Position after Black's 15th move :—

B—Q 3.

BLACK.



WHITE.

16 P—K Kt 3	16 Q—R 6

.....Possibly better than to strike at once.

17 B × P	17 B—K Kt 5

.....After 17..., Kt × Kt P; 18 B P × Kt, B × P; 19 P × B, I think White has the advantage, for if 19..., Q × P ch; 20 B—Kt 2, Q × Q B ch; 21 R—B 2, &c. Or if 19..., B × B; 20 Q × B, Q × P ch; 21 Q—Kt 2.

18 P—B 3	18 Kt—R 5
19 Q—B 2	19 Kt × Kt P
20 R—B 2	20 B—K B 4
21 Q—Q 2	21 Kt—K 5
22 P × Kt	22 B × R P ch
23 R × B	23 Kt—B 6 ch
24 K—B 2	

And Black's attack seems over.

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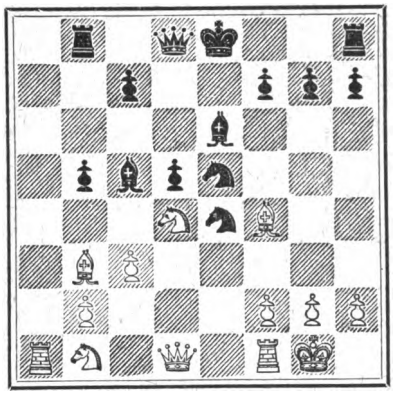
II.

WHITE.	BLACK.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—Kt 5	3 P—Q R 3
4 B—R 4	4 Kt—B 3
5 Castles	5 Kt × P

Position after White's 13th move :—
B—B 4.

BLACK.



WHITE.

6 P—Q 4	6 P—Q Kt 4
7 B—Kt 3	7 P—Q 4
8 P × P	8 B—K 3
9 P—B 3	9 B—Q B 4
10 P—Q R 4	10 R—Q Kt sq
11 P × P	11 P × P
12 Kt—Q 4	12 Kt × K P
13 B—B 4	

See Diagram.

	13 Kt—Q B 5
14 K B × Kt	14 Kt P × B
15 Kt—B 6	15 Q—B 3
16 B—K 3 !	16 R—Q B sq
17 Kt—Q 2	17 Kt × Kt

If ..., 17 B × B; 18 Kt × Kt, 18 P × Kt; 19 P × B, followed by R—B 5, with the advantage in position.

18 B × B	18 Kt—Kt 6
19 B—Kt 4	19 K—Q 2
20 Kt—K 7, with a good attack.	

III. *(see diagram above).*

	13 Q—B 3
14 B × Kt	14 Q × B
15 Kt—B 6	15 Q—Kt 4 (A)
16 Kt × R	16 Castles
17 Kt—B 6	17 B—R 6
18 Q—B 3	18 B—K Kt 5
19 Q—Q 3	19 Kt × P
20 R × Kt	20 Q—B 8 ch
21 Q—B sq	21 B × R ch
22 K × B	22 Q × Kt P ch
23 K—Kt 3	

And Black's attack is not now dangerous, whereas there is time soon for a victorious counter-attack.

A.

	15 Q—B 3
16 Q—K 2	16 B—K Kt 5

After 16 , R—Q B sq; 17 Kt—Q 2, White regains his Pawn with a safe game; *e.g.*, 17 Kt × Kt; 18 Q × Kt, Castles; 19 B × P, &c.

17 Q × B	17 Kt × B P
18 Q—K 2 ch	18 Kt—K 5 dis. ch
19 Kt—Q 4	19 B × Kt ch
20 P × B	20 Q × P ch
21 K—R sq	21 Castles
22 Kt—B 3	

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Black has three Pawns for his piece, but can these make themselves available? My analysis has been pretty thorough, which I have found necessary, so as at the start not to leave too much room for doubt. I have refrained from giving an unbiassed opinion on the new way of playing, but express my conviction that it will show itself able to withstand the critic, and some day also may possibly be adopted at tournaments.

CORRESPONDENCE.

QUEEN'S GAMBIT ACCEPTED.

(See page 322, August number.)

TO THE EDITOR OF THE *B.C.M.*

SIR,

After the moves 1 P—Q 4, P—Q 4; 2 P—Q B 4, P×P; 3 P—K 3, P—K B 4; 4 B×P, P—K 3; 5 Kt—K B 3, P—K Kt 4, I am venturing to suggest the following continuation :—6 Q—Q Kt 3, Q—K 2; 7 P—K R 4. If 6..., K—B 2; 7 P—K R 4, B—K 2; 8 P×P, B×P; 9 Kt—K 5 ch, and White has a manifest advantage.

In any variation White will probably have time to develop the Queen's Bishop and Knight, and he will reserve the option of playing either K—K 2 or Castles (Q R), according to circumstances.

As Black has compromised his position on the King's side by the advance of the King's Knight's Pawn, and his King's Pawn is an additional source of weakness, it seems unnecessary for White to Castle at move 6, as your correspondent proposes, for this merely assists Black to obtain a counter attack.

Yours faithfully,

F. N. BRAUND.

6, Bognor Road, Chichester,
August 6th, 1901.

MATCH: TEICHMANN v. LEE.

GAME No. 2,065.

Third game, played July 12th.

Centre Counter Gambit

NOTES BY R. TEICHMANN.

WHITE. Mr. R. TEICHMANN.	BLACK. Mr. F. J. LEE.
1 P—K 4	1 P—Q 4
2 P×P	2 Q×P
3 Kt—Q B 3	3 Q—Q sq
4 P—Q 4	4 P—Q B 3
5 Kt—B 3	5 B—Kt 5

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6	B—K 2	6 B × Kt
7	B × B	7 P—K 3
8	Castles	8 Kt—B 3
9	R—K sq	9 B—K 2
10	Q—Q 3	10 Q Kt—Q 2
11	B—B 4	11 Castles
12	Q R—Q sq	12 Kt—Q 4
13	Kt—K 2	13 R—K sq
14	Q—Kt 3	14 Q—Kt 3
15	Q × Q	15 Kt (Q 2) × Q

....White's last two moves were not good, as Black could here have obtained the better position for the end-game by playing R P × Q. White would have had to play P—Q R 3, and sooner or later also P—Q B 3, which would have given him a bad Pawn formation on the Queen's side, with holes at Q Kt 3, Q R 4, and Q B 4 for the Black Knights. After Black has retaken with the Knight, White is enabled to draw without difficulty.

16	B—B sq	16 Q R—Q sq
17	Kt—B 4	17 Kt × Kt
18	B × Kt	18 B—Q 3
19	B—B sq	19 K—B sq
20	P—K Kt 3	20 R—Q 2
21	K—B sq	21 K R—Q sq
22	P—B 3	22 P—K R 3
23	K—Kt 2	23 B—K 2
24	B—Kt 4	24 Kt—Q 4
25	P—K B 4	25 Kt—B 3
26	B—B 3	26 P—K R 4
27	P—K R 3	27 P—K Kt 3
28	K—B sq	28 K—Kt 2
29	K—Kt 2	29 Kt—Q 4

Abandoned as a draw.

GAME No. 2,066.

Fourth game, commenced on the 15th and concluded on the 17th July.

Queen's Pawn Opening.

NOTES BY R. TEICHMANN.

	WHITE. Mr. F. J. LEE.	BLACK. Mr. R. TEICHMANN.
1	P—Q 4	1 P—Q 4
2	Kt—K B 3	2 Kt—K B 3
3	P—B 4	3 P—K 3
4	Kt—B 3	4 P—B 4
5	B—Kt 5	

I do not think this move is good at this stage, as White loses his hold in the centre. As a rule, in the Queen's Gambit Declined, the player who has to retake with a piece when his Queen's Pawn is taken, gets the inferior game.

		5 B P × P
6	Q × P	6 Kt—B 3
7	Q—Q sq	

In a game between Pillsbury and Lasker, played at St. Petersburg in 1896, Pillsbury played here Q—K R 4, and Castled Q R later on, which is, of course, better than Q—Q sq.

		7 P—Q 5
8	Kt—Q Kt sq	

Evidently if Kt—K 4, then simply Kt × Kt, winning a piece (B × Q, B—Kt 5 ch !).

		8 P—K 4
9	Q Kt—Q 2	9 B—K 2
10	P—Q R 3	10 P—Q R 4
11	Q—B 2	11 Castles
12	P—K 4	12 Kt—R 4
13	B × B	13 Q × B
14	P—K Kt 3	14 P—B 4
15	B—Q 3	15 P × P
16	B × P	16 Kt—B 3
17	Castles	17 Kt × B
18	Q × Kt	18 B—B 4

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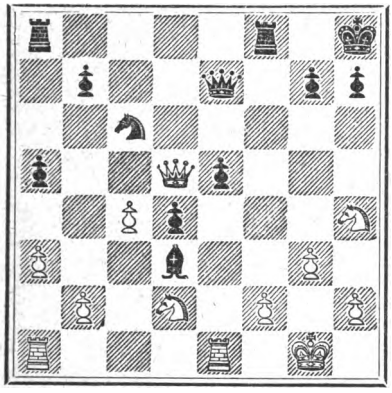
19	Q—Q 5 ch	19 B—K 3
20	Q—Q 4	20 B—B 4
21	Q—Q 5 ch	21 K—R sq
22	Kt—R 4	22 B—Q 6
23	K R— K sq	

Position after White's 23rd move :—

K R—K sq.

BLACK (MR. TEICHMANN).



WHITE (MR. LEE).

23 Q—B 3

.....Owing to White's bad opening, Black has obtained what should be a winning game. Instead of the weak move Q—B 3, which enables White to exchange Queens, he should have forced White's Queen out of play by Q R—Q sq, and he should, after Q—Q Kt 5 (the only square), have had no difficulty in forcing the attack. After the exchange of Queens, White has slightly the better end-game on account of the weakness of Black's K P; but I think the game should have been drawn with careful play on my part. The following somewhat quixotic enterprise with the Knight on the Queen's side gives White an opportunity of winning a Pawn.

24	Q—B 3	24 Q × Q
25	Kt (R 4) × Q	25 Q R—K sq
26	Kt—Kt 5	26 P—R 5
27	Kt (Kt 5)—K 4	27 Kt—R 4
28	Q R—B sq	28 Kt—Kt 6
29	Kt × Kt	29 P × Kt
30	Q R—Q sq	30 B—B 7
31	R—Q 2	31 B × Kt

.....A miscalculation. I intended R—Q B sq on my next move, but saw too late that after R—Q B sq, 33 R × K P, R × Q B P; 34 R—Q 5! (this move I had overlooked), R—B 7; 35 R (Q 5) × Q P would win for White. The remainder requires no comment.

32	R × B	32 K—Kt sq
33	P—B 5	33 K—B 2
34	P—B 4	34 P × P
35	R × P ch	35 K—Kt 3
36	R × R	36 R × R
37	R × P	37 R—B 4
38	R—Kt 4	38 R × P
39	R × P (Kt 3)	39 R—B 2
40	R—Kt 5	40 K—B 3
41	K—Kt 2	41 K—K 3
42	K—B 3	42 K—Q 3
43	K—K 3	43 K—B 3
44	R—Kt 4	44 R—B 2
45	R—K B 4	45 R—Q 2
46	P—K R 4	46 P—Q Kt 3
47	P—Q R 4	47 R—R 2
48	P—Q Kt 3	48 R—Q 2
49	P—K R 5	49 P—R 3
50	P—K Kt 4	50 R—R 2
51	R—B 5	51 K—Q 3
52	K—Q 4	52 K—B 3
53	P—K Kt 5	53 P × P
54	R × P	54 R—Q 2 ch
55	K—K 4	55 R—K 2 ch
56	R—K 5	56 R—K B 2
57	P—Kt 4	57 R—B 3
58	P—R 5	58 P × P
59	P × P	59 R—B 2
60	R—B 5	60 R—Kt 2
61	K—B 4	61 R—Kt 8
62	R—K Kt 5	62 R—K R 8
63	K—B 5	63 R—Q Kt 8
64	K—Kt 6	64 R—Kt 2
65	K—R 7	65 K—Q 3
66	P—Q R 6	66 Resigns.

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GAME No. 2,067.

Fifth game, played July 22nd.

Centre Counter Gambit.

NOTES BY R. TEICHMANN.

	WHITE. Mr. R. TEICHMANN.	BLACK. Mr. F. J. LEE.
1	P—K 4	1 P—Q 4
2	P × P	2 Q × P
3	Kt—Q B 3	3 Q—Q sq
4	P—Q 4	4 P—Q B 3
5	Kt—B 3	5 B—Kt 5
6	B—K 2	6 B × Kt

.....It is doubtful whether this exchange is good; the idea is, apparently, to bring the Bishop to a diagonal on which it can do little harm.

7	B × B	7 P—K 3
8	B—B 4	8 Kt—B 3
9	Castles	9 B—Q 3
10	Q—Q 2	10 Q—B 2

.....A mistake, which allows White to obtain far the better game by the following little combination. It is curious that, all of a sudden, the Bishop at K B 3 should become so strong.

11 Kt—Kt 5

See Diagram.

		11 P × Kt
12	B × B	12 Q—Q 2
13	B—K 5	13 Kt—B 3
14	Q R—Q sq	14 Castles Q R

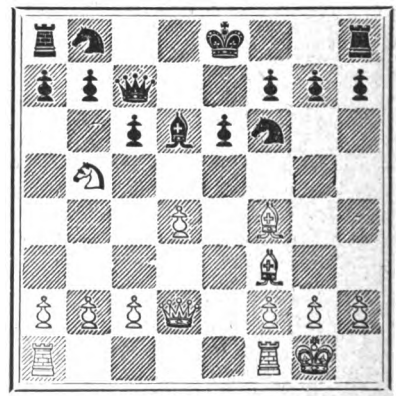
.....Of course Kt × B would at least have lost a Pawn. But Castles K R, though also dangerous on account of B × K Kt, at least promised more possibilities of a successful resistance. The position of Black's King on the Queen's side must be one of extreme danger, with the Pawn position broken up and the two White Bishops commanding the two important diagonals.

15	Q—K 2	15 P—Q R 3
16	P—B 4	16 P—Kt 5
17	Q—K sq	17 Q—K 2
18	B × Q Kt	18 P × B
19	P—Q R 3	19 P—B 4
20	R P × P	20 P × Kt P
21	R—R sq	21 Q—Kt 2
22	R—R 4	22 Kt—Q 2
23	R × Kt P	23 Q—R sq
24	B—Q 6	24 Q—B 3
25	P—B 5	25 P—Q R 4
26	R—Kt 3	26 Q—R 5
27	Q—K 4	27 Resigns.

Position after White's 11th move :—

Kt—Kt 5.

BLACK (MR. LEE).



WHITE (MR. TEICHMANN).

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GAME No. 2,068.

Sixth game, played July 24th.

Queen's Pawn Opening.

NOTES BY R. TEICHMANN.

WHITE. Mr. F. J. LEE.	BLACK. Mr. R. TEICHMANN.
1 P—Q 4	1 P—Q 4
2 P—K 3	2 P—K 3
3 B—Q 3	3 Kt—Q B 3
4 P—K B 4	4 P—K Kt 4

.....A very weak move at this point.

5 Kt—K B 3

This is obviously much better than P × P, as Black is now compelled to develop White's game by exchanging the Pawns.

	5 P × P
6 P × P	6 Kt—B 3
7 P—B 3	7 B—Q 3
8 Kt—K 5	8 B—Q 2
9 B—K 3	9 R—K Kt sq
10 Q—B 3	10 Q—K 2
11 Kt—Q 2	11 Castles
12 P—K R 3	12 P—K R 4

.....Black has a very cramped game, with no prospect of any attack, and, moreover, the isolated King's Rook's Pawn is a source of trouble. It is therefore safe to say that White should have won the game, if he had taken advantage of his opportunities.

13 B—K B 2	13 Q—B sq
14 Castles Q R	14 B—K sq
15 Q R—Kt sq	15 B—K 2
16 P—K Kt 4	

So far White has played very well; but here it is doubtful whether it would not have been better to play to win Black's weak K R P, instead of exchanging it. However, White was justified in thinking that the open King's Rook's file would give him a good game.

	16 P × P
17 P × P	17 Kt × Kt
18 Q P × Kt	18 Kt—Q 2
19 P—Kt 5	

This move was played with a view to prevent Black from ever breaking up the centre and freeing his position by P—K B 3. There is also the chance of following up with P—Kt 6, eventually. To capture the Black Q R P did not appear sound on account of Black's P—Q B 4, &c.

	19 P—Q B 4
20 P—B 4	

The best move, I think, as it fixes the position on the Queen's side, where Black is trying to obtain an attack *à tout prix*.

	20 Kt—Kt 3
21 R—R 6	

R—R 7 seems stronger. White should now have doubled his Rooks at once on the Rook's file and prepared to break up Black's King's side Pawns by P—Kt 6 and eventually, P—B 5. Instead of this, he makes some indifferent and ultimately some very weak moves, which allow Black to obtain a winning attack on the Queen's side.

	21 K—Kt sq
22 P—Kt 3	22 B—Q B 3
23 Q—K 2	23 R—B sq
24 R—Kt 3	24 P—R 3
25 R (Kt3)—R3	25 R—B 2

.....Black is marking time and waiting for an opportunity to advance his Queen's side Pawns.

26 P—R 4

With a view, apparently, to prevent Black from playing P—Q Kt 4. But the move is a terrible mistake, and loses the game in a few moves.

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		26 P × P
27	B × P	27 Kt—Q 4
28	R (R 6)—R 4	28 Q—K sq
29	P—R 5	

Still trying to prevent P—Kt 4; but the remedy is obviously worse than the evil, as White has no means of defending this advanced Pawn.

		29 Kt—Kt 5
30	Kt—K 4	30 B × Kt
31	Q × B	31 Q—Q sq
32	Q—R sq	32 R—Q 2
33	R—R 8	

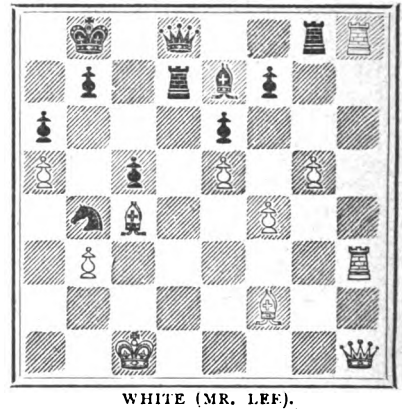
See Diagram.

		33 Q × P
34	R × R ch	34 K—R 2
35	Resigns.	

Position after White's 33rd move :—

R—R 8.

BLACK (MR. TEICHMANN).



WHITE (MR. LEE).

GAME No. 2,069.

Seventh game, commenced July 24th and finished July 25th.

Centre Counter Gambit.

NOTES BY R. TEICHMANN.

	WHITE. Mr. R. TEICHMANN.	BLACK. Mr. F. J. LEE.
1	P—K 4	1 P—Q 4
2	P × P	2 Q × P
3	Kt—Q B 3	3 Q—Q sq
4	P—Q 4	4 P—Q B 3
5	Kt—B 3	5 B—Kt 5
6	B—K 2	6 B × Kt
7	B × B	7 P—K 3
8	Castles	8 Kt—B 3
9	Q—Q 3	9 Q Kt—Q 2
10	B—Kt 5	10 B—K 2
11	Kt—K 2	11 P—K R 3
12	B—R 4	12 Q—B 2
13	B—Kt 3	13 B—Q 3
14	K R—K sq	14 Castles Q R

....Having prepared an advance of his King's side Pawns, Black seems justified in Castling Q R. But as all the three White Pawns before the King are unmoved, Black cannot make much impression by advancing his Pawns, since White will always be able to block the position. On the other hand the position of the Black King is not at all secure, as Black's Pawn at Q B 3 will enable White to force the Q Kt file open, by advancing the Q Kt Pawn.

15	P—B 4	15 P—K Kt 4
16	Q—B 2	

Black was threatening to win a piece by 16.... B × B; 17 R P × B, P—Kt 5; 18 B—K 4, Kt—Q B 4 !.

		16 P—K R 4
17	P—Kt 4	17 P—Kt 5
18	B—K 4	18 B × B
19	Kt × B	

It is most important to be able to retake with a piece here. Otherwise, if, for instance, the Rook's Pawn had taken, Black would have obtained a fatal attack by P—R 5.

		19 P—R 5
20	Kt—B sq	20 Kt × B

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21	Q × Kt	21 Kt—B 3
22	Q—K 3	22 Q—Kt 3

....The attack on the King's side has come to a standstill, and Black has now to prevent the threatened advance of the White Queen's side Pawns. This he does by winning the Knight's Pawn; but I thought the open Knight's file would give me a compensating attack.

23	K R—Q sq	23 Q × Kt P

See Diagram

24 Q R—Kt sq

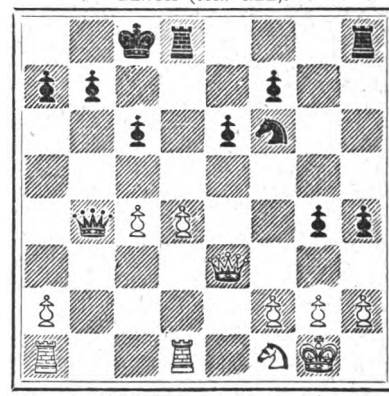
This is a mistake, which allows Black a sufficient defence. I should have played, as, in fact I had intended, P—Q 5, which move would undoubtedly have given me good prospects of a successful attack. The following curious variation will give an idea of the possibilities of the attack: *e.g.*, 24 P—Q 5. K P × P; 25 Q × R P, Q × B P; 26 K R—Q B sq, Q—K B 5; 27 R × P ch !, P × R; 28 R—Q Kt sq, &c. After the move I had no compensating attack for the loss of two Pawns.

24		Q—Q 3
25	P—Q 5	25 P—Kt 3
26	P—B 5	26 Q × B P
27	Q—B 4	27 Kt × P
28	Q × B P	28 Q—K 2
29	Resigns.	

Position after Black's 23rd move:—

Q × Kt P.

BLACK (MR. LEE).



WHITE (MR. TEICHMANN).

GAME No. 2,070.

Eighth and final game, played July 25th.

Queen's Pawn Opening.

NOTES BY R. TEICHMANN.

	WHITE. Mr. F. J. LEE.	BLACK. Mr. R. TEICHMANN.
1	P—Q 4	1 P—Q 4
2	P—K 3	2 Kt—K B 3
3	P—Q B 4	3 P—K 3
4	Kt—Q B 3	4 B—K 2

.....The best move at this stage is P—Q B 4. This move, in fact, should always be played as early as possible; and it is quite safe to do so, unless White has played B—K Kt 5, in which case the move has to be deferred till after B—K 2 and Q Kt—Q 2 has been played.

5	Kt—B 3	5 Castles
6	B—Q 3	6 P—Q R 3
7	P—B 5	

A very good move in this position, the result being that Black gets a cramped game.

7 Kt—B 3

.....This and the next four or five moves are weak; but the position is so hopelessly bad that it was difficult to find a good continuation.

8	P—Q R 3	8 Kt—K sq
9	P—Q Kt 4	9 P—B 4

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10	Kt—K 2	10 Kt—B 3
11	Kt—K 5	

It is doubtful whether this was White's best continuation at this point. Black obtains some freedom through the exchange of the Knights.

		11 Kt × Kt
12	P × Kt	12 Kt—K 5
13	P—B 3	13 Kt—Kt 4
14	B—Kt 2	14 Q—K sq
15	P—K R 4	15 Kt—B 2
16	R—Q B sq	

It seems that White should have played Q—B 2 and Castled Q R as soon as possible so as to force an attack by the advance of the K Kt P.

		16 B—Q 2
17	Kt—B 4	17 P—B 3
18	Q—B 2	18 Q—Kt sq

.....The idea of this apparently futile attack on the K P will be understood by the sequel.

19	Q—B 3	19 Q—Q sq
20	P—Kt 3	

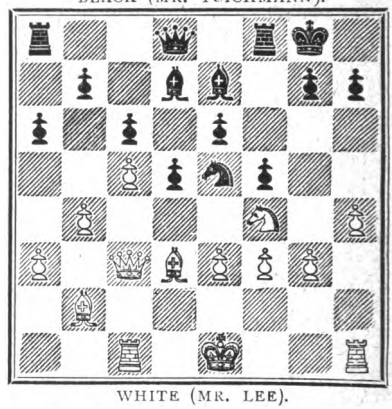
This move allows Black to obtain a winning game by the subsequent capture of the K P. Kt—R 5 did not appear to be good either, on account of simply 20..., P—Kt 3; and if 21 Kt—B 6 ch, B × Kt; 22 P × B, P—K 4 !. Nor was there anything to be gained by B × P, followed by P—K 6, as this continuation would have opened the King's file for an attack on White's weak King's Pawn. The simplest would have been to play Q—B 2, after which it would have been risky for Black to open the K R file by the capture of the K P.

20 Kt × P

Position after Black's 20th move :—

Kt × P.

BLACK (MR. TEICHMANN).



WHITE (MR. LEE).

21	Q × Kt	21 B—B 3
22	Q—Q 6	22 B × B
23	R—B 2	23 B × P
24	Kt × K P	24 B × P ch
25	K—B 2	25 B × Kt
26	Q × B ch	26 K—R sq

.....In spite of the Bishops of different colour, Black must win, being two Pawns ahead with a strong attack.

27	B × B P	27 R—B 3
28	Q—K 5	28 Q—K B sq
29	P—Kt 4	29 B × P
30	Q—B 3	30 P—Q Kt 3
31	P—R 5	31 R—K sq
32	R—K 2	32 R × P
33	R × R	33 P—Q 5
34	Q—Q 3	34 P × R ch
35	K—Kt 2	35 R—Q 3
36	Q × R P	36 R—Q 7 ch
37	K—R 3	37 P—Kt 3
38	B—K 4	38 R—K B 7
39	R—K B sq	39 R—Q 7
40	B—Q 3	40 Q—B 5
41	Resigns.	

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GAME No. 2,071.

The two following correspondence games were played recently between the Liverpool and Edinburgh Chess Clubs. We are indebted to the *Liverpool Mercury* for the scores, and the notes to play, which are by the Liverpool players.

Centre Gambit.

WHITE. EDINBURGH.	BLACK. LIVERPOOL.
1 P—K 4	1 P—K 4
2 P—Q 4	2 P × P
3 Q × P	3 Kt—Q B 3
4 Q—K 3	4 Kt—K B 3
5 B—Q 2	

The usual move of Kt—Q B 3 is much better. The Centre Gambit is not a very advantageous opening, but whatever merit it possesses is in the pressure it exerts on the Queen's open file, and White should endeavour as long as possible to prevent the advance of the adverse Queen's Pawn to the fourth square.

	5 B—K 2

.....At once preparing for the desired advance. Had White on the last move played Kt—B 3, B—K 2 for Black would then have been no use, as White would have replied B—B 4, still preventing the advance to Q 4.

6 Kt—Q B 3	6 P—Q 4

.....Obtaining at once a free and open game, with a superior development.

7 P × P	7 Kt × P
8 Kt × Kt	8 Q × Kt
9 B—Q B 3	9 Castles
10 Q—K Kt 3	10 P—K Kt 3

.....The fact of Black being able with impunity to make a move which, under ordinary circumstances, would gravely imperil his safety on the King's side, bears witness to the superiority of his development.

11 B—Q 3	11 B—Q 3
12 Q—B 3	12 R—K sq ch
13 K—B sq	13 Kt—Kt 5
14 B × Kt	14 Q × Q
15 Kt × Q	15 B × B
16 P—K R 4	

After the exchange of Queens it is difficult for White to get the King's Rook into play.

	16 P—K R 4
17 Kt—Kt 5	17 K—Kt 2
18 P—Q B 3	18 B—Q B 4
19 R—K sq	19 B—Q 2
20 R × R	

To exchange Rooks was scarcely advisable, as it gave Black undisputed possession of the open file with his remaining Rook.

	20 R × R
21 Kt—K 4	21 B—Kt 3
22 P—K B 3	22 P—K B 4
23 Kt—Kt 5	23 B—K 6

.....The beginning of the end — loosening the Pawns on the Queen's side and ultimately forcing an entrance with the Rook into the heart of the enemies' position.

24 P—Q B 4	

Black threatened to win a Pawn by B—B 8, followed by B—Q 7.

	24 B—Q 5
25 P—Q Kt 3	25 R—K 6
26 B—K 2	26 R—Q B 6
27 B—Q sq	27 P—Kt 4
28 P × P	28 B × P ch
29 K—K sq	29 R—K 6 ch
30 K—Q 2	30 R—Q 6 ch
31 K—B 2	31 B—K 6
32 P—R 4	32 R—Q 7 ch
33 K—B 3	33 B—B 3
34 Kt—K 6 ch	34 K—B 3
35 Kt × P	35 R × P
36 P—Q Kt 4	36 K—K 4
37 K—Q 3	37 P—B 5
38 Kt—Kt 5	38 R—Q Kt 7
39 K—B 3	39 R—Kt 8
40 R—K sq	40 K—B 3
41 R—R sq	41 P—R 3
42 Kt—R 3	42 R—B 8 ch
43 K—Kt 3	43 B—Q 5
44 Kt—B 2	44 B—Q 4 ch
45 K—R 3	45 B—Q B 6
46 Resigns.	

Black threatened R—Kt 8, which would be immediately fatal. This game is a good illustration of the fatal result which frequently follows an apparently unimportant lapsus in the opening. J 2

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GAME No. 2,072.

Ruy Lopez.

	WHITE. LIVERPOOL.	BLACK. EDINBURGH.
1	P—K 4	P—K 4
2	Kt—K B 3	Kt—Q B 3
3	B—Kt 5	Kt—B 3
4	Castles	Kt × P
5	P—Q 4	Kt—Q 3
6	B × Kt	Q P × B
7	P × P	Kt—B 4
8	Q × Q	K × Q
9	R—Q sq ch	K—K sq
10	Kt—B 3	P—K R 3
11	P—Q Kt 3	B—K 3
12	B—Kt 2	R—Q sq

.....It would perhaps be better to leave this Rook on its own square, with a view to the advance of the Pawns on the Queen's side later on.

13	Kt—K 2	B—K 2
14	Kt—B 4	B—Q 4
15	Kt × B	

White did not like undoubling Black's Pawn, but anything else would have involved a loss of time which they could not afford.

		P × Kt
16	P—K Kt 4	Kt—R 5
17	Kt × Kt	B × Kt
18	P—K B 4	

White have now, on account of their better development, just a shade of advantage, but it should not have been enough to win.

		P—Q B 3
19	R—Q 3	B—K 2
20	P—Q R 4	

To prevent Black playing P—Q Kt 4.

		R—K Kt sq
21	Q R—Q sq	P—K Kt 3
22	K—Kt 2	P—K R 4
23	P—R 3	P—Q Kt 3
24	P—R 5	K—Q 2

.....If 24 P × P; 25 R—Q R sq, B—Kt 5; 26 B—Q 4, P—Q B 4; 27 P—Q B 3, P × B; 28 P × B, with a decided advantage.

25	P—B 4	K—K 3
26	P—R 6	

It is curious how, later on, the whole play of the game hinges on this Pawn for many moves, and how it ultimately, after becoming a Queen, decides the battle.

		P × K Kt P
27	P × Kt P	P × Q B P
28	P × P	R × R
29	R × R	R—Q sq

.....An error of judgment. After exchanging one Rook, Black should have taken possession of the open K R file with the other, when they would have had quite an equal position. The offer to exchange the second Rook leaves White with still a slight advantage.

30	R × R	B × R
31	B—Q 4	

This move fixes the Black Pawns on the Queen's side, and at the same time ties the Black Bishop to a post of defence and inactivity for the remainder of the game. It is evident Black dare not advance P—Q B 4, because it would allow the White King to enter at Q Kt 5, while if the Black Bishop neglect to guard the R P or Kt P, White will win by capturing the Kt P with the B.

		B—B 2
32	K—B 3	B—Q sq
33	K—K 4	B—B 2
34	P—B 5 ch	K—K 2
35	B—K 3	B—Kt sq
36	B—Kt 5 ch	K—K sq
37	B—B 6	B—B 2
38	B—Kt 5	B—Kt sq
39	B—B sq	B—B 2
40	B—R 3	K—Q 2
41	P—K 6 ch	K—K sq
42	P × P ch	K × P
43	P—K Kt 5	B—Kt sq

.....Theoretically the game should result in a draw, but to attain this result requires the utmost nicety

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and correctness in Blacks's play, whereas White is never in any danger or difficulty.

44	B—B sq	44 B—B 2
45	B—K 3	45 B—Kt sq
46	B—Q 4	46 B—B 2

.....Black have nothing better than to keep moving their B. P × P ch at this or any other stage would lose, as the White P and B would first shut off the Black King, and the White King would then attack the Pawns on the Queen's side.

47	B—B 6	47 B—Q 3

.. ..To show how careful Black must be, it may be pointed out that if they play B—Kt sq instead of the move in the text, White will win by P × P ch, followed by B—Q 8.

48	B—Q 8	48 B—Kt sq
49	B—B 6	49 B—B 2
50	B—Q 4	50 B—Kt sq
51	P—B 6	

Up to this Black have avoided all pitfalls. White now try their last chance, which unexpectedly succeeds.

		51 K—K 3
52	B—K 3	52 B—B 2

.....A fatal error. Instead of moving the B, Black should now play K—B 2, and could then accept the exchange of Bishops if offered, afterwards keeping their K on the K and Q squares always ready to move to Q 2 whenever White moved to K 5, and the game would be drawn.

53	B—B 4	

At this point White announced mate in 45 moves, giving Black the following 19 optional moves to save time in case they wished to continue the game. Black, however, replied that they did not see any satisfactory continuation, and resigned.

		53 B × B
54	K × B	54 K—Q 3
55	K—K 4	55 K—K 3
56	K—Q 4	56 P—B 4 ch

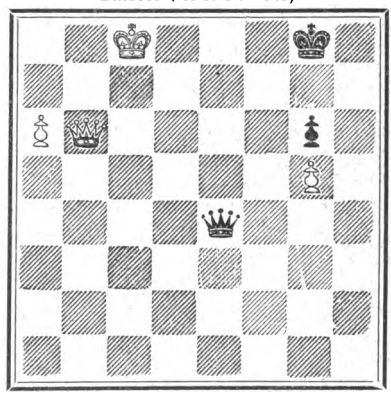
.....If 56 K—Q 3, 57 P—B 5 ch wins.

57	K—B 3	57 K—Q 2
58	K—Kt 3	58 K—Q 3
59	K—R 4	59 K—Q 2
60	K—Kt 5	60 K—Q 2
61	P—B 7	61 K—K 2
62	K—B 6	62 K × P
63	K—Kt 7	63 P—Kt 4
64	P × P	64 P—B 5
65	P—Kt 6	65 P—B 6
66	P × P	66 P—B 7
67	P Queens	67 P Queens
68	Q—Q 8	68 Q—R 8 ch
69	K—Kt 8	69 Q—Kt 8 ch
70	K—B 8	70 Q—K 5
71	Q—Kt 6	

It was at this point that Black resigned. Had they wished to continue the game their best move was K—Kt sq, and the end-game would then have been quite a problem, so interesting and difficult that we give a diagram of the position with an analysis of the win.

71 K—Kt sq

BLACK (EDINBURGH).



WHITE (LIVERPOOL).

ANALYSIS OF WIN.

WHITE.	BLACK.
1 Q—Kt 3 ch	1 K—R sq

.....If K—B sq; 2 Q—Kt 8, Q—B 3 ch; 3 K—Q 8, Q—Q 4 ch (if Q × R P; 4 Q—K 7 dis. ch forces exchange and wins); 4 K—B 7 dis. ch, K—K 2; 5 Q—Kt 6, Q—Q sq ch; 6 K—Kt 2, Q—Q 4 ch; 7 Q—B 6, and wins in a few moves.

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2	Q—Kt 5	2 Q—K 3 ch

.....If 2 K—Kt sq; 3 P—R 7, Q—K 3 ch; 4 K—Q 8, Q—Q 3 ch; 5 Q—Q 2, Q—Kt 3 ch; 6 K—K 8, Q—K 6 ch; 7 Q—K 2, and wins.

3	K—Q 8	3 Q—Q 3 ch
4	K—K 8	4 Q—K 3 ch
5	K—B 8	5 Q—Kt sq ch

.....If 5 Q—Q 3 ch; 6 K—B 7, K—R 2; 7 P—R 7, Q—B 2 ch; 8 K—K 6, and wins.

6	K—K 7	6 Q—Kt 2 ch
7	K—Q 8	7 Q—Q 5 ch
8	K—K 8	8 Q—K 5 ch

.....If 8 Q—K 6 ch; 9 K—B 7, K—R 2; 10 Q—Q 7, Q—B 6 ch (if 10 Q—B 5 ch; 11 K—K 8 dis. ch, K—R sq; 12 Q—R 3 ch, and wins by exchanging Queens); 11 K—K 6 dis. ch, K—R sq; 12 Q—Q B 8 ch, K—R 2; 13 Q—Kt 7 ch, and wins.

9	K—B 7	9 K—R 2
10	P—R 7	10 Q—B 6 ch
11	K—K 7	11 Q—K 6 ch
12	K—Q 8, and wins.	

GAME No. 2,073.

Played in fourth round Amateurs' Tourney, Folkestone, May 28th.

Sicilian Defence.

NOTES BY JAS. MASON.

WHITE. Mr. H. WARD.		BLACK. Mr. G. E. WAINWRIGHT.
1	P—K 4	1 P—Q B 4
2	Kt—K B 3	2 Kt—Q B 3
3	P—Q 4	3 P × P
4	Kt × P	4 P—K Kt 3

.....Proposing a line of defence not now so much favoured as it was, its promise being found to lie chiefly if not wholly in the end-game.

5	B—K 3	5 B—Kt 2
6	Kt—Q B 3	6 P—Q 3
7	B—Q Kt 5	7 B—Q 2
8	Q—Q 2	8 Kt—B 3
9	P—B 3	

Certainly, for all play as it were within sight, White's position seems superior.

		9 Castles
10	Kt(Q 4)—K 2	10 Q—B 2
11	Kt—B 4	11 P—K 3

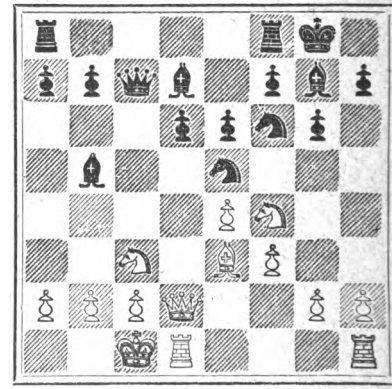
.....A slip, perhaps. The weakening of the Queen Pawn should prove a serious matter,—at all events as Black disdains to support it by 12..., Kt—K sq; his obvious expedient in the circumstances.

12	Castles Q R	12 Kt—K 4

Position after Black's 12th move:—

Kt—K 4.

BLACK (MR. WAINWRIGHT).



WHITE (MR. WARD).

13	B × B	13 Kt—B 5

.....Overlooking the next move of White. 13..., Q × B would be all right, *pro tem.* For, then, if 14 Q × P, Q × Q; 15 R × Q, Kt—B 5; 16 R—Q 3, Kt × B; 17 R × Kt, B—R 3!; Black would probably gain the exchange. As it goes, White gets the exchange, together with a Pawn, and with care should win of course.

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14	Kt × K P !	14 Q × B
15	Kt × R	15 R × Kt
16	Q—K 2	16 R—B sq
17	B—Q 4	17 P—Q Kt 4
18	P—K 5	18 B—R 3 ch
19	K—Kt sq	19 P × P
20	B—K 3	20 B × B
21	R × Q	21 Kt × R
22	R—Q sq	22 P—Kt 5
23	Kt—Q 5	23 B—Kt 4
24	Kt × P	

This harmless Pawn might be let alone in favour of 24 P—B 4, with probable 25 Kt—K 7+, forcing exchanges which would leave Black with only a hopeless prospect. The actual ending was doubtless a surprise, White being compelled to submit to a draw or lose Queen for Knight—and in that way the game.

		24 Kt(Q2)—Kt 3
25	Kt—Q 3	25 Kt—R 5
26	Kt × P ?	26 Kt—R 6 ch !

And draws by perpetual check.

GAME No. 2,074.

Played in the North *v.* South Correspondence Match.

Vienna Game.

NOTES BY JAS. MASON.

WHITE. Mr. F. DOWNEY, *North.*	BLACK. Mr. W. WARD, *South.*
1 P—K 4	1 P—K 4
2 Kt—Q B 3	2 Kt—K B 3
3 P—K B 4	3 P—Q 4
4 P × Q P	

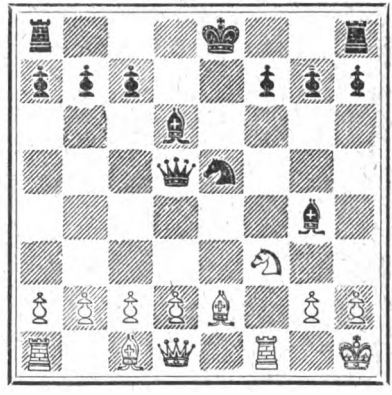
For simple equality. Other moves here are 4 P × K P and 4 P—Q 3, each giving occasion for difficult play at the outset, with a tendency rather favourable to Black. This seems to work in with the general principle condemning early advance of the King Bishop Pawn; for however White proceeds now, a certain sort of opening lead appears to rest with his opponent,—and equality is a long time coming.

		4 Kt × P
5	Kt × Kt	5 Q × Kt
6	P × P	6 Kt—B 3
7	Kt—B 3	7 B—K Kt 5
8	B—K 2	8 Kt × P
9	Castles	9 B—B 4 ch
10	K—R sq	10 B—Q 3

Position after Black's 10th move :—

B—Q 3.

BLACK (MR. WARD).



WHITE (MR. DOWNEY).

.....All this is very natural; and in all of it Black is the attacking party,—and that in a position almost secure from reaction.

11 P—Q 4

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If he exchanged Knights? Then he would be lost soon enough. But as the exchanges actually follow, including the Queens, there is much relief, with good prospects of drawing.

		11 B × Kt
12	B × B	12 Kt × B
13	Q × Kt	13 Q × Q
14	R × Q	14 P—K B 3
15	B—B 4	15 Castles Q R
16	K—Kt sq	16 K R—K sq
17	Q R—K B sq	17 B—B sq
18	P—B 3	18 R—K 5
19	B—Kt 3	

Or 19 R—K 3. Either way there seems to be little danger. Of course his Pawn majority on the one side is relatively less than that of his adversary on the other,—but this should hardly prove fatal.

		19 Q R—K sq
20	R—B 5	20 R—K 7
21	R (B 5)—B 2	21 K—Q 2
22	R—Q sq	22 R—K 8 ch
23	R × R	23 R × R ch
24	R—B sq	24 R × R ch
25	K × R	25 B—Q 3
26	K—B 2	26 P—Q Kt 4
27	K—B 3	27 K—K 3
28	B—B 2	28 K—Q 4

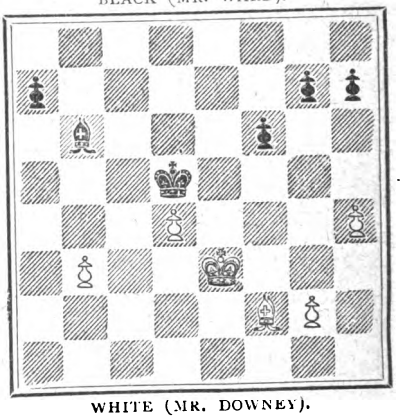
.....If he took the Pawn his Bishop would be surrounded. On the other hand, White goes too far in getting his Pawn out of the way,—or at least 29 P—K R 3 seems stronger.

29	P—K R 4?	29 P—Kt 5 !
30	P × P	30 B × P
31	K—K 3	31 P—Q B 4
32	K—Q 3 !	32 P—B 5 ch
33	K—K 3	33 B—R 4
34	P—Q Kt 3 !	34 P × P
35	P × P	35 B—Kt 3

Position after Black's 35th move :—

B—Kt 3.

BLACK (MR. WARD).



WHITE (MR. DOWNEY).

36 K—Q 3

....Weak as the Queen Pawn evidently is, it can be defended. Black wins mainly through White's boldness in *meeting* him on the King side, as at 29 past and 43 coming on, the latter absolutely giving away the game.

		36 P—K R 4
37	B—K 3	37 B—Q sq
38	B—B 4	38 P—Q R 3
39	B—Kt 3	39 B—R 4
40	B—B 2	40 B—Kt 3
41	B—K 3	41 B—B 2
42	B—B 2	42 P—Kt 4
43	P—K Kt 4 ?	43 P × Kt P !
44	P—R 5	44 P—B 4
45	B—K sq	45 B—Q sq
46	P—R 6	46 B—B 3
47	Resigns.	

Because the mass of Black Pawns cannot be resisted for long. But *if* Black had played 43..., P × R P ?; then 44 P × P !, and it would be another story.

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GAME No. 2,075.

Played in the North *v.* South Correspondence Match.

Q Kt Opening.

NOTES BY JAS. MASON.

	WHITE. Mr. H. ERSKINE, *South.*	BLACK. Mr. R. H. PHILIP, *North.*
1	P—K 4	1 P—K 4
2	Kt—Q B 3	2 Kt—Q B 3
3	P—K Kt 3	

Compare Downey *v.* Ward, in this same competition. Here 3 P—K B 4 would be more effective, at least as far as opening attack for the first player is concerned.

		3 B—B 4
4	B—Kt 2	4 P—Q 3

.....It would not be easy to advance this Pawn further all at once, generally a good manœuvre for Black, considerably developing his attacking powers,—as, for instance, in the game above mentioned.

5	P—Q 3	5 P—K B 4
6	Q Kt—R 4	6 B—Kt 3
7	Kt × B	7 R P × Kt
8	Kt—K 2	8 Kt—K B 3
9	Castles	

From this fairly even position the contest runs into a series of intricacies and difficulties about equally trying to attack and defence,—if indeed one can say "which is which."

		9 Castles
10	P—K R 3	10 P × P
11	P × P	11 B—K 3
12	B—K 3	12 Q—Q 2
13	K—R 2	13 P—K R 3

.....Might be dispensed with? But it would hardly do to take the Queen Rook Pawn. For in that case the Bishop might be shut in and have no escape.

14	Q—Q 2	14 Kt—K 2
15	P—R 3	15 R—B 2
16	P—K B 4	16 P × P
17	Kt × P	17 R—Q sq

.....Perhaps doubtful of how to go forth. But the time lost does not signify greatly.

18	Kt—Q 5	18 Q R—K B sq
19	K R—K sq	

Yielding the open file in order to maintain or increase the central pressure.

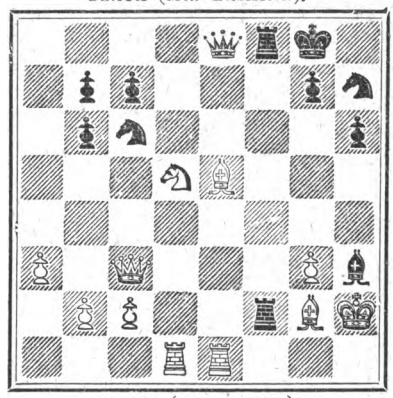
		19 Kt—Q B 3
20	Q R—Q sq	20 Q—K sq

.....With a view to something like what actually occurs.

21	B—Q 4	21 Kt—K R 2
22	P—K 5	22 P × P
23	B × P	23 R—B 7
24	Q—Q B 3	24 B × P !

Position after Black's 24th move :—
B × P !

BLACK (MR. ERSKINE).



WHITE (MR. PHILIP).

25	Kt—B 4 !	25 B × B

....No good for Black in 25..., R (B sq) × Kt. White's defensive resources are adequate, neither more nor less, and the draw is forced accordingly.

26	B—Q 4	26 Kt × B !
27	Q × Kt	

If 27 R × Q ?, Kt—B 6+, &c., Black would come out at least a Pawn ahead. An instructive finish to a pretty little game.

		27 K R × Kt
28	P × R	28 Q—R 4 ch
29	K × B	29 Q—Kt 5 ch

And draws by perpetual check.

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GAME No. 2,076.

Played in the North *v.* South Correspondence Match.

Ruy Lopez.

NOTES BY JAS. MASON.

WHITE. Mr. H. D. O'BERNARD, *South.*	BLACK. Mr. M. JACKSON, *North.*
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—Kt 5	3 P—Q R 3
4 B—R 4	4 Kt—B 3
5 Castles	5 P—Q 3 ?
6 P—Q 4	

White may be satisfied with 6 B× Kt+, &c., doubling the Pawns.

	6 P—Q Kt 4 !
7 B—Kt 3	7 Kt × Q P
8 Kt × Kt	8 P × Kt
9 P—Q B 3	

Not 9 Q × P ?, P—B 4 !, &c., Black trapping the Bishop. The theory (perhaps doubtful) of this variation is that White's superior development is of more value than a Pawn.

	9 P × P
10 Kt × P	10 B—K 3
11 B × B	11 P × B
12 Q—Kt 3	12 Q—Q 2
13 P—Q R 4	13 R—Q Kt sq
14 P × P	14 P × P
15 P—B 4	

Some fine chess follows. But in course thereof, unfortunately for White, there is serious misapprehension of the position.

	15 P—Q 4 !
16 P—B 5	16 B—B 4 ch
17 K—R sq	17 Castles

See Diagram.

18 P × K P	18 Kt—Kt 5

.....Brilliant, indeed! And as sound as the nature of the case will admit.

19 B—B 4	19 Q × P
20 Kt × Q P	

But now White should again attack the Queen, 20 P × P. He apparently attaches too much importance to Knight's check two moves later,—and loses accordingly.

	20 Kt—B 7 ch
21 R × Kt	21 B × R
22 Kt—K 7 ch ?	22 K—B 2
23 Kt—Q 5	23 Q × P !
24 R—K B sq	24 K—Kt 3
25 B × P	25 Q—K 7
26 R—B sq	26 Q R—K sq
27 Q—Q B 3	27 Q—K 8 ch

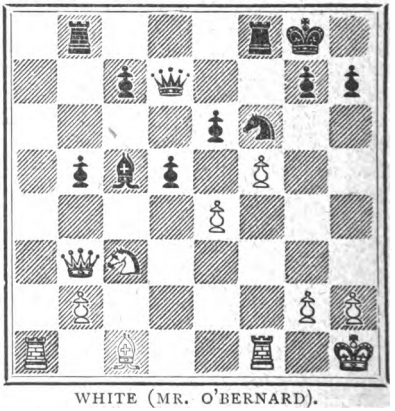
.....Winning plainly through superior force. A most interesting little game.

28 R × Q	28 R × R ch
29 Q × R	29 B × Q
30 Kt—B 4 ch	30 K—B 4
31 P—K Kt 3	31 R—B sq
32 B—Kt 6	32 K—K 5
33 K—Kt 2	33 R—B 7 ch
34 K—R 3	34 R × Kt P
35 Kt—K 6	35 P—Kt 5
36 Resigns.	

Position after Black's 17th move :—

Castles.

BLACK (MR. JACKSON).



WHITE (MR. O'BERNARD).

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GAME No. 2,077.

Played in the North *v.* South Correspondence Match.

Queen's Gambit Declined.

NOTES BY JAS. MASON.

WHITE. Mr. M. JACKSON, *North.*	BLACK. Mr. H. D. O'BERNARD, *South.*
1 P—Q 4	1 P—Q 4
2 P—Q B 4	2 P—K 3
3 Kt—Q B 3	3 Kt—K B 3
4 B—Kt 5	4 Q Kt—Q 2

.....On general grounds, 4..., B—K 2, at once nullifying the "pin," should be preferred. As White continues 5 P—Q 5, Black can do no better than exchange 5..., P × K P; afterwards bringing out his Bishop, and trusting to further exchanges to free his position,—a kind of *French Defence*.

5 P—K 4	5 B—K 2
6 B P × P	6 P × P
7 P—K 5	

If 7 P × P, Kt × P; the attack would not be at all formidable. But with this establishment of the Pawn it is otherwise; and Black soon finds himself playing a very precarious game.

	7 Kt—K 5
8 B × B	8 Kt × Kt
9 P × Kt	9 Q × B
10 B—Q 3	10 P—Q B 4
11 P—Q R 3	11 P—B 5
12 B—B 2	12 P—Q Kt 4

....This appears to be unnecessary. But something must be done, and Castling has its obvious dangers.

13 Kt—K 2	13 Kt—Kt 3
14 Castles	14 B—K 3
15 Kt—Kt 3	15 P—Kt 3

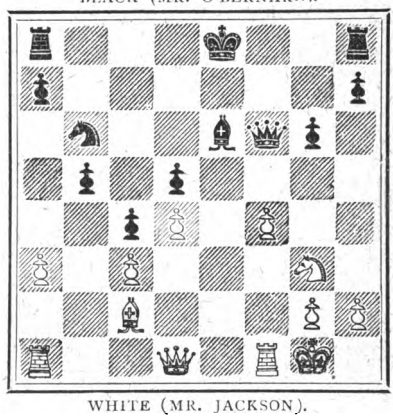
.....Or 15..., B—Q 2. Henceforward the attack strengthens as from move to move.

16 P—B 4	16 P—B 4
17 P × P *en pas.*	17 Q × B P

Position after Black's 17th move:—

Q × B P.

BLACK (MR. O'BERNARD).



WHITE (MR. JACKSON).

18 Q—Kt sq !	18 B—Q 2
19 P—B 5	19 P × P
20 B × P	20 Q—B 3
21 R—K sq ch	21 K—Q sq
22 Q—Kt 4	22 K—B 2
23 R—K 7	23 Q R—Q sq
24 Q R—K sq	

White could take the Rook Pawn only at risk of some loss (from subsequent ..., Q—R 3); and, even if he could do it safely, it would be poor compensation for the halt in his main attack.

	24 K—Kt sq
25 B × B	25 R × B
26 R (K 7)—K 6	26 Q—B 2
27 Q × Kt P	

With this all hope for Black practically disappears. White must win somehow—accident barred.

	27 R—B 2
28 P—Q R 4	28 Q—Q 2
29 Q—Kt 4	29 K—R sq

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.....Taking Pawn would mean giving Knight and Queen for Rook.

30	P—R 5	30 Kt—B sq
31	Q—B 5	31 R—Q sq
32	R (K 6)—K 5	32 Q—Kt 2
33	R—K 6	33 R—B 2
34	P—R 6 !	34 Q—Kt sq
35	R—Q B 6	35 R—B 2
36	Kt—R 5	36 Kt—Kt 3
37	Kt—B 6	37 P—R 4
38	R (B 6)—K 6	38 R—B 2
39	Q—Kt 5	39 R (B 2)—B sq

See Diagram

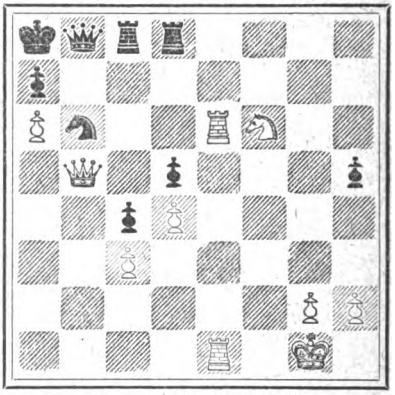
40 R—K 8 ! 40 Resigns.

.....This final situation may be studied with advantage. White threatens 41 R × R, (if) R × R ; 42 Q—B 6+, and then mate ; that is, he so threatens as the affair actually stands. Black moving, avoids this, perhaps by 41..., Q—B 2 (or Q 3) ; whereupon the other White Rook would go forward, with eventually decisive effect. A very judicious resignation.

Position after Black's 39th move :—

R (B 2)—B sq.

BLACK (MR. O'BERNARD).



WHITE (MR. JACKSON).

Hastings.—The West of England and Irish chess tour (August, 1901), arranged by the officials of the Hastings and St. Leonards Club, proved a splendid success. The party comprised no less than 34 members, of whom 13 were ladies. All the seven matches played were won by the "tourists," whose aggregate score was 87 points to 51. Want of space, and other causes, compels us to hold over until our next issue a full and interesting account of the delightful holiday.

Chess in Johannesburg.—Major H. R. Duhan, who was lately connected with Warren's Mounted Infantry, and is pretty well known as a strong player in Cape Town chess circles, is at present in Johannesburg. Recently he encountered simultaneously nine members of the Johannesburg Chess Club, at Quinn's Restaurant, in Pritchard Street.

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Ultimately the Major succeeded in winning six games, losing two (to Mr. J. W. Quinn, the president of the club, and Mr. B. de R. Malraison), and drawing one (with Mr. H. Trenkel).—*Cape Times.*

The fifth annual meeting of the Mississipi Chess Association was held at Meridian, from July 16th to 19th. Twenty-two players took part in the principal tourney, and the result was that the first prize and championship was once more gained by Mr McGrath, who won 18 games, lost 1, and drew 2. He thus became the holder for the second time of the massive silver cup, and the president of the Association for the ensuing year. Mr. B. L. Reece came in a close second with 17 games won, 2 lost, and 2 drawn; and Judge Hooker was third with 17 won, 4 lost, and none drawn. There was also a match by telegraph with the New Orleans Club, which was scored by the latter with 17 to 2. In a correspondence match with Nebraska, Mississipi won 12, Nebraska 2, and 5 were drawn.

London.—A match was concluded last month between Mr. E. O. Jones and Mr. Jas. Mortimer. The latter is always a dashing player, and at times dangerous to the strongest master. In the present case he won the three first games in good style, but Mr. Jones then woke up, and the match finally ended with the score Jones 7, Mortimer 4, drawn 1.

There are signs that the forthcoming season will be a busy one. The meeting of club secretaries is arranged for September 19th, at the City Club, 7, Grocers' Hall Court, E.C.

The Progressive Chess Club, Mile End, has been reorganised, and will take part in the forthcoming League competition. Mr. J. G. Cunningham has accepted the captaincy of the club.

The Ladies' Chess Club, 18a, Clifford Street, New Bond Street, re-opens for the winter season on September 2nd. The Continuous and Section Tournaments are already arranged, and will start at an early date. As the commencement of the chess season, which is always a busy one, is the most favourable time for joining the club, ladies wishing to do so should make an early application to the hon. sec., who will be pleased to forward rules.

"Newcastle Weekly Chronicle."—The present year's contest for the Trophy given by the proprietors of the *Newcastle Chronicle* to encourage chess play in Northumberland, Durham, and North Yorkshire, has just been concluded, the winner of the gold medal being Mr. T. H. Elstob, of Gosforth, Newcastle, who defeated Mr. J. W. Gelder, of Stockton-on-Tees, in the final round. Mr. Elstob is 22 years of age, and a native of Houghton-le-Spring, Durham. His earliest recollections are connected with chess, his father being a player of some repute in the locality. Four years ago he obtained a prize in the "Weekly Chronicle" Monthly Solving Competition. Leaving Houghton for Gosforth two years ago, he entered the Chronicle Trophy Competition but was defeated in the third round by Mr. E. Parker, at that time the holder of the Trophy. He then joined the Newcastle Chess Club, and won the second prize in the Summer Handicap, also divided first and second prizes in the Winter Handicap.

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He has played regularly in the inter-club matches. In the present contest (playing in Class IV.) he has met Mr. W. W. Robson (Class V.); Dr. Gibbon (Class III.); Dr. Diver (Class V.); Mr. T. H. Overton (Class III.); Mr. R. D Horn (Class IV.); Mr. F. O. Vipan (Class IV.); and finally Mr. J. W. Gelder (Class V.), with a total of 12 wins, three draws, and only one loss (to Mr. Vipan).

Mr. J. W. Gelder joined the Stockton Chess Club in 1884, but for the past five or six years has not taken a very active part in chess either in tournament or other play, with the exception of the *Weekly Chronicle* Trophy Competition, in which he has played every year since its inception (ten years since), but this is the first year he has been one of the medallists. Mr. Gelder's first game of chess was played with Mr. A. W. Welch, Stockton-on-Tees, former Trophy 'medallist.' In the present contest Mr. Gelder met Mr. H. H. Grantham (Class III.), Mr. W. Hart (Class IV.), Mr. C. V. Sutton (Class IV.), Mr. A. W. Welch (Class II.), Miss Lawson (Class V.), Mr. C. R. Heslop (Class V.), and lastly he was himself defeated by Mr. T. H. Elstob (Class IV.).

MISS LAWSON.

Photo by T. G. Gaulen, 17, Church Street, West Hartlepool.

No less than 8 medals are given annually as prizes in connection with the contest, and this year the following competitors received the coveted emblem of success: Mr. T. H. Elstob becomes the holder of the "Silver Knight" for a year and gold medallist in commemoration of the event. The other medallists are Mr. Gelder, Stockton-on-Tees; Mr. C. R. Heslop, Spennymoor; Mr. W. Robson, Newcastle-on-Tyne; Miss Lawson, West Hartlepool; Mr. Vipan, Newcastle-on-Tyne; Mr. Stewart, Newcastle-on-Tyne; and Mr. R. D. Horn, Houghton-le-Spring.

Miss Lawson, whose success deserves hearty recognition, is a member of the West Hartlepool Chess Club. She first took an interest in the game through watching her brothers play. After a time she joined the chess club, where she obtained considerable practice, and in the summer tournament of last year was successful in winning first prize, a bound volume of the *B.C.M.*, and also second prize in the winter tournament. Her opponents in the present competition (whom she has met and vanquished) were Mr. H. Birks (Class IV.), Mr. J. Monkman (Class V.), Mr. J. Fenwick (Class IV.), and lastly, Mr. J. W. Gelder (Class V.), to whom she lost. The present is the third occasion that Miss Lawson has taken part in the *Chronicle* trophy contest, and as might be expected, the members of the West Hartlepool Club are greatly delighted with her success, and their hopes that she will take a still higher place in future contests will be shared by all Northern chess players.

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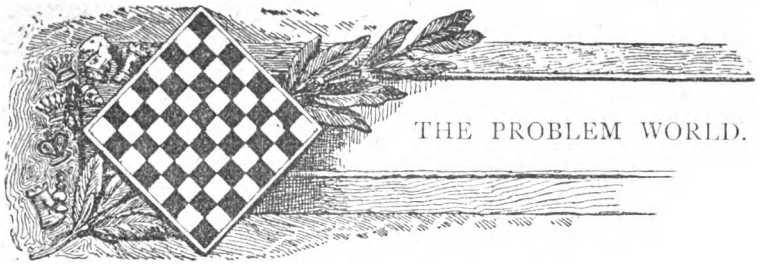

"BRITISH CHESS MAGAZINE" TENTH INTERNATIONAL (SELF-MATE) PROBLEM TOURNEY, 1900.

THE JUDGES' REPORT.

IN making a brief preliminary survey of this, the Tenth Problem Tourney of the *B.C.M.*, we may with advantage approach the subject from two points of view, those of quantity and quality. First, then, we have had submitted to us in all 40 positions, as compared with 52 in the four-move direct-mate tourney in 1899, and 104 in the three-move direct-mate tourney in 1897. Taking into consideration the difference in the class of problem and the fact that a large section of problemists still hold aloof from the solution of self-mates, let alone their construction, this number of entries must be regarded as highly satisfactory. Sui-mate lovers may congratulate themselves that this section of the art is surely, though slowly, not only gaining a passive tolerance, but also winning over active support. From our second standpoint, too, we find cause for satisfaction. The leading problems display a high order of merit and are in themselves amply sufficient to make any tourney a success, and if some of the others are of a more or less elementary character we welcome them with the hopeful deduction that a little more practice and perseverance and a little encouragement, are all that is needed to considerably extend the ranks—still somewhat limited—of those who can successfully contend with the peculiar difficulties incident to the construction of a complex three-move sui-mate on up-to-date lines.

Out of the total of 40 positions, seven have two or more solutions (Nos. 3, 6, 11, 15, 25, 27, and 28); four others have no solution (Nos. 1, 5, 26, and 37); one is a position that could not occur in play (No. 8); and one is unsound on both the last counts, being neither solvable nor a possible position (No. 29). One other (No. 34) is also unsound on a double count, being solvable in two moves and unsolvable by the author's modus.

Deducting these fourteen absolutely disqualified entries leaves us 26 problems for further consideration. Of these, to simplify matters, we propose to omit Nos. 7, 9, 10, and 23, without further comment, as obviously outclassed. Seven others of somewhat higher grade we shall pass by with

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a few brief comments. These have good points, which are mostly overweighted by corresponding failings. The best were included in the preliminary scaling, but the results arrived at fell short of those in the detailed scaling to be presently given. These are :—

No. 2, "Cur non?"—This is a good problem in some respects, the play following 1..., B—B 4 or K 5 being the best stroke, and decidedly meritorious. Short mates are its *bête noir*. These occur in all directions, and after strong defences as well as weak. The very large force employed in proportion to the work done also makes it score very low in economy.

No. 16, "Chi lo sa" (wrongly given as "Arretons-nous ici.") —A simple but neat little problem, two lines of play being well combined. The key move is good, but the R appears to be on the board for the sole purpose of making it, which is poor economy.

No. 17, "Arretons-nous ici."—A tricky little problem. The key threatens a short mate, and there is but one real defence. On move 2 it becomes a "block" with three different mates, and if the right initial move has not been made the solver is defeated. Apart from this there is little of real strategical value got out of these 17 pieces and pawns.

No. 19, "As you like it."—This would have been a good little problem had it been correct. There is a capital "try" by 1 Q—Kt 5, and the real key is good. The four lines of play as intended by the author are well combined. Unfortunately, after 1..., B × P there is a dual continuation by 2 Kt—B 6 or B—Kt 7 ch. In this clean-cut class of problem such an oversight is serious.

No. 33, "Rosamunde."—There is a slip in the printed solution to this. The mainplay should read 1 K—B 4, Q—K 2 ; 2 Q—B 5 ch, and 3 Q × R ch. This is its neatest variation. The others are dull and the mate is in each case identical. There is a dual continuation after 1..., Q—Kt 4 by 2 Kt—Kt 4 ch or R—K 3 ch, and a short mate after 1..., Q—B 5 or R 5.

No. 35, "Move on."—It is bad form to threaten a short mate straight off like this. Still the key has some point in the destination of the R. This is in fact, perhaps the prettiest feature of the problem. The variations are fair in number but insipid in quality, and give an indefinite impression. There is another short mate after 1..., Q × Q, and a dual mate after 1..., Kt—Kt 3 ch ; 2 Kt × Kt ch, R × Kt, by 3 Q—Q 6 ch, or Q × Kt ch.

No. 36, "Festina leute."—Judged from the simple standpoint of variety this is a good problem, but the fullest blown rose is seldom the best. So it is here ; there are many good points, but analysis also finds out many weak spots in the structure. The key threatens a mate next move, purity is conspicuous by its absence, and after 1..., Kt—Kt sq, White can promote the P to either Q or B. A more serious point is the white R, which is only of use in variation 1..., R × B P. In fact, the white R can be removed altogether, for instead of the Q sacrifice in this variation White can then play 2 Q—R 7 ch. It is true, the white K's field would be one square less clean on move 3, and of course the sacrifice of the Q would be lost, but the price paid for these little points seems heavy. The principle involved after 1..., Kt (Q 4) moves is much the same as in No. 35 when 1..., K Kt moves. Those who like reducing strategy to its elements will find a comparison interesting.

There is one other problem which we propose to omit from our scaling. This is "Ben Bolt" No. 30, which has been almost entirely

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anticipated by a problem by Mr. W. A. Shinkman, as pointed out in the *B.C.M.*, April, 1901, page 177 (White: Kh1, Qg4, Ba7, e4, Ktb7, d5, Pd3, e7, f5, g2, h7. Black: Ke5, Ra8, Bb8. Sui mate in three; key, 1 Q—Q sq.) The results arrived at in each case are practically indentical, though the means employed are slightly different (as when 2 Q—R 4 ch and 3 Q—R 8 ch), and the two P-promotions are done away with. We make no reflection upon the author, rather we compliment him on producing a better version, but it is impossible to award marks for the features that have been anticipated, and it would be a farce to mark for what is left.

As regards "E.N.R." No. 31, a portion of the play in some respects resembles part of the solution of a problem by Mr. W. A. Shinkman (*B C.M.*, May, 1901, page 227. White: Kh4, Qc5, Re2, Bg4, Pg2. Black: Kf4, Qa4. Self-mate in four; key, 1 B—R 3). We find, however, that other portions of the play are distinct, and the earlier position is in four moves and the present in three. Consequently, the similar strategy is both condensed and combined with other ideas, and we see no reason why it should not stand on its merits, in common with other new combinations of admittedly old ideas.

Our sifting has now reduced us to the 14 problems which we consider to be the most worthy of our critical attention. These we have carefully scaled and revised, the result being given in tabulated form below. This, together with the appended criticisms and comments, will fairly indicate our appraisal of the various points for and against the respective problems.

No.	Motto.	Beauty.		Originality of Arrangement.	Construction.		Difficulty.	Total.
		Ideas.	Method.		Correctness	Economy.		
——	*(Maxima)*:	20	20	10	10	20	20	100
4	"The boy in kharki"	10	10½	4½	9	10½	10½	55
12	"Bonjour, Messieurs"	10	9½	6½	9	8½	8	51½
13	"Mitre and Sceptre"	8½	9	5½	9½	9½	7½	49½
14	"The flying column"	8	8½	5	10	7½	10½	49½
18	"To be or not to be"	11	10½	6½	5	8	12	53
20	"Noch nie da"	14½	9½	8	6½	5	11	54½
21	"My little gift"	8½	9	4½	9	9	5	45
22	"A trifle"	8	8	4½	9½	7	6	43
24	"Et reliquit nos"	9½	9	5½	10	11	9	54
31	"E.N.R."	8½	8½	4	9	12	8½	50½
32	"Corkscrew"	9	10	6½	8	9½	7½	50½
38	"The wild flower"	13	14½	8	8½	11	9½	64½
39	"Into the jaws of death"	11½	11½	6½	9	10½	10	59
40	"Double entente"	14	12½	7½	6	9	8½	57½

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No. 4, "The boy in kharki."—A clever "block" position which bears evidence of much ingenuity and careful thought on the composer's part. The key-move is one that may be readily tried and rejected, for when the adverse Kt has played to either of the two outlying squares the irresistible impulse is to retreat the R to R 3, but, one's own P aggravatingly occupying that square and no other course being apparently open, that particular key-move is presently passed by as a snare for the unwary and research made in other directions. The fact that there is all the while a second move that will solve it, is perhaps only discovered after a considerable circuit has been made and one comes back to one's first love after numerous disappointments. The problem is difficult, but the difficulty rests mainly on the depth of that particular second move, and the fact that Black's defence appears to be no defence at all makes us unprepared for anything specially brilliant to follow it. Considering the comparatively slender force employed, much good work has been got out of it. The good points are pretty well distributed. There are four variations: The way the R annihilates itself in the mainplay is very pretty, and the mate neat; in another variation the mate is quite pure; the difficult one has been referred to above; and in the fourth there is another quiet second move. This last-named variation should of course, give the clue to the problem, for we are bound to take the Kt, and if the P is not pinned how can we mate? There is one short mate, which is not of great moment. One mate is pure, and the others only one or two squares removed from purity. Neither K does any travelling, but the mates take place in three different directions. Six out of the eight pieces do active work. There are no duals. The P on R 3 prevents what would have been a dual continuation, as indicated in our remarks above. Altogether, like other "boys in kharki," it has some faults, but is not bad on the whole.

No. 12, "Bon jour, Messieurs."—A dainty little conception which has been worked out with very pleasing results. Much variety in the mating position has not been aimed at, but this is agreeably relieved by the change following 1..., B—Kt sq. The prettiest play is of course, after 1..., R—R 4. This is charming, and it is only when this is reached that the real motive and full effect of the key are realized. The mate with the P may be described as clean, though it is one on the board edge. The other mates have little value so far as the white K is concerned. The beauty in them consists of the action on the black K. The play 3 P—B 3 is pretty, but palls through occurring too many times. There are no duals or short mates. Apart from the key, all the work on White's side is confined to the Q and R and one P. The other R and the B and Kt are inactive.

No. 13, "Mitre and Sceptre."—A delicately formed little problem, skilfully constructed, good work having been got out of the slender force employed. The key is from single *en prise* to double, and after 1..., B—K Kt 2 there is an unlooked for scintillation. The mate here is good, both K's fields on move 3 being quite pure and White's move a silent one. Black's only piece gives the mate, so that this is an approximation to an ideal mate. After 1..., B × P the R and P give another unexpected coup. Otherwise the R is comparatively idle. There is one other less interesting variation, but in all three the mating position is identical so far as the white K is concerned.

No. 14, "The flying column" (misprinted "La Coqueluche").—An interesting "block" with a fine key. The problem must be solved before the key is found, if we may use an Irishism. The variation 1..., P—K 4 ends in a good mate, but here as well as in the other lines of play, it bases its claims more on the intermediate strategy than on the mere mates. There are four variations, all fairly interesting, the one above mentioned being the best. No

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duals, short mates, or doubled pawns. The K's R and Q's B are each useless in three variations and the Q's R in two.

No. 18, "To be or not to be."—This is a very difficult problem to solve. In a sui-mate with much force on the board, it is unusual for White to so far relax his hold as to give Black a flight-square on the second move, and to give him this privilege in both branches of a double threat was certainly a bold conception, and its embodiment must have given the composer considerable trouble. This unusual feature is, we take it, the true source of its undoubted difficulty. Each branch of the threat has a sub-variation. The solution given in the *B.C.M.*, January, 1901, page 41, is accordingly incomplete. If 1..., B—R 7; 2 R—K 5 ch, K—B 5; and 3 R × P ch, &c., will uot do. White must play 3 Kt × P ch, Kt × Kt mate—a mate not given in the printed solution. The idea has not lent itself to economy. For instance the sole purpose of the black Q (and the P at Q R 6 thereby necessitated) appears to be to guard one square only (d 4) in the above described mate. This is decidedly expensive. Apart from economical considerations there is, however, much to admire. The mate when the R is pinned is especially good, and it was doubtless during the inauguration of this mate that the flight-square part of the conception had to be introduced. None of the mates are quite clean, though it is plain that all reasonable effort has been made to get them as near as might be. There is a short mate by 2 R × P ch after moves of the Q Kt, and also after Q × Kt. Both branches of the threat are permissible after weak moves of Black, producing a dual continuation. The position of the P's is ugly, necessitating the assumption of five captures.

No. 20, "Noch nie da."—We have here a magnificent theme, undoubtedly the finest single conception in the Tourney, and it is in many respects well worked out. The theme consists of a blend of two ideas which are not the echoes but rather the co-ordinates of each other. In the one case the B is captured and the R is left in a complete "block" snare, and in the other the R is captured and the B left in a similar snare. Certainly a fine conception. Judge then our regret at finding ourselves compelled to mulct the problem in points for a serious transgression of the rules of economy, the result being that it takes a much lower place than would otherwise have been the case. The suggestion was first thrown out by Mr. W. H. Thompson (*B.C.M.*, January, 1901, page 42), that the white Q might equally well have been only a P, and after careful examination we believe this to be the case. Doubtless the problem has gained something in point of difficulty, which is, by the way, a considerable factor; exactly how much is due to the substitution and how much is not, is not an easy matter to decide. Opinions may differ—and very possibly the problem has emanated from a nation where they do differ—but on our part we hold that difficulty so obtained is illegitimate. On the other hand it may possibly have been an oversight. The problem belongs to that class of sui-mate in which the interest almost entirely attaches to the play on White's part in paralysing or capturing Black's force, the mate then taking place automatically by a comparatively independent arrangement. Perhaps not the highest class of sui-mate because the play is necessarily one-sided. and the problem loses that quick interaction, first on one K and then on the other, which is one of the peculiar beauties of a self-mate. Still, it is a class in which certain kinds of strategy can alone be shown, and the present is a fine specimen of its kind. The automatic nature of the mate is also here somewhat relieved by 3 B × R ch, P × B mate occurring in the minor variations. There is a fine "try" by 1 Kt × R, B—B 6; 2 B—B 4 defeated only by B—K 4. In the leader 1..., B × B; 2 Kt × R, B—Kt 6 there is a dual mate by 3 R or Kt × B, and there are dual continuations after 1..., R—Q 2 by 2 Kt × R or B × B and after 1..., R—Q sq by 2 P × R becoming anything or B × B.

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No. 21, "My little gift."—Here we have two ideas combined, and each of the two is symmetrically duplicated, thus forming four variations. The better of the two ideas is that in which the white K steps back, leaving the pinned black Q no alternative but to capture and mate. This is pretty. The other branch is more commonplace and the mate in that case is not so good. White's pieces are in very cramped positions and the Q's B is used simply to restrict the adverse Q. After 1..., Q × B, &c., the solution of course is 2 Kt × P ch not Q × P ch as given on page 86.

No. 22, "A trifle."—A clever little combination of two lines of play based on the idea of drawing out a black B from its retreat first on one side and then on the other. A somewhat similar principle is involved in No. 16, "Chi lo sa," but in "A trifle" the result achieved is far superior. The more central position of the white K, its varying position when mated, and the purity of the mates, make it a capital little problem, though a trifle slender in comparison with its more massive competitors. The key letting the P advance is decidedly neat.

No. 24, "Et reliquit nos."—A delicately-framed problem, specially conspicuous for good work done with a comparatively slender force, especially on Black's side. There are three variations, in which the manipulation of the black P's is skilfully managed. The white K has one "flight," so that the mates are given on two different squares, which is always a pleasing feature in a sui-mate. All three mates are pure, although two of them are on the board edge. The neat way in which the two B's stop the P is very pretty, especially where the one is released from guarding Q R 6 after the two K's have moved. After 1..., P—B 5 the modesty of the Q's self-effacement is amusing. Of course, here there would be dual continuations but for the white Kt, and this blocking-in of the Q appears to be all the work it is called upon to do. This is, perhaps, the weakest spot in the whole structure. Out of a total of eight pieces including K's, all the other seven do active work. There is a good "try" by 1 R—Kt 6, which is only defeated by Black advancing his P's in one particular order.

No. 31, "E.N.R."—This is a good "block" of the K and Q order. The key-move is a decidedly good one. In the initial position there is already set a short mate if 1..., Q × K Kt, by 2 Q—Kt 4 ch. The key neatly shuts this out and forces the mate to be produced in three by another course. The same short mate still remains after two other defences, nevertheless it is a good point. The liberty given to the black Q is considerable and the variety good. The mates themselves are, strictly speaking, limited to three, but there are four different ways in which the Q is brought in for the one on g 4. The problem stands well in point of economy, and by necessity all Black's force is active in every mate.

No. 32, "Corkscrew."—A rather difficult "threat" problem. Though the real object of the key is to guard Q 3 and so release the Q, it is not at all bad. To strengthen one's position by running away may sometimes be artistically good form as well as a chicken-hearted man's euphemism. The "threat" is simply to get rid of the white Q and then force P to discover mate. When the black B moves, however, there is a second element introduced into the Q sacrifice, the Q having to draw away the B as well as to annihilate herself, and after 1..., Kt—Kt 6 there is also a double element in the sacrifice. 1..., P—Kt 4 leads to the most sparkling play, which is really good and unexpected. The defence 1..., P—B 4 also leads to good play but unfortunately moves 2 and 3 can be transposed, so that it really amounts to a dual continuation. This defence, too, appears to be the only one that necessitates the presence of the black Q, so that it is an unfortunate point. Possibly it is unavoidable. In any case, we

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sympathise with the composer the more from having spent some time trying to find a better arrangement to suggest here, without success. The mates are fairly clean, but all possess a strong family likeness. There is a short mate after 1 .., R × Q.

No. 38, "The Wild Flower."—A remarkably fine problem in almost all respects. Composers who have themselves tried to elaborate a three-move sui-mate in which the white K shall have two "flights" and thus be mated on three different squares, will be the best able to fully appreciate the results arrived at in this problem. It is always a difficult thing to do, even when the black forces are limited to such as can be kept well under control—pawns and pinned pieces, and when the mates bear a certain family likeness. Here it is accomplished with a comparatively large free force, and the mates, while employing the same pieces, are widely different. The mere fact of its accomplishment would arouse our admiration, though not, of course, necessarily accompanied by high scaling on other grounds. Fortunately, however, the problem will bear scrutiny on most points. The key-move, while not specially difficult to find, is decidedly good. It vacates one square in the white K's field, and seeing that this is the K to be mated, that is artistically equivalent to giving a flight-square in a direct mate. Moreover, as it happens, in this case it constitutes an actual flight-square too. There are five variations, one being omitted in the solution given in the *B.C.M.*, June, 1901, page 269. If 1..., B—R 2; 2 Kt × B P ch, K—B 4; 3 Q—B 8 ch, Kt × Q mate. The threat variation also is somewhat mixed, a sub-variation being lost sight of. It should read: If 1..., either R plays horizontally; 2 B × Kt ch, R × B; 3 Q—K 5 ch &c. If 1..., any other; 2 B × Kt ch, and 3 Kt—K 7 ch. Four of the six mates are distinctly different, and in the fifth the guard on c 7 has been ingeniously changed. That in the mainplay is quite pure, and follows an unexpected Q sacrifice. The others are all fairly clean. In none of them are all Black's pieces active, but that perhaps would be expecting too much in the class of problem. All White's pieces with the exception of the Q's B take an active part in the fray. There are no duals, and one possible short mate in the threat. The construction throughout is good and the pieces well poised. There are three doubled pawns, but such features become trifles when standing beside beauties such as run through the entire structure.

No. 39, "Into the jaws of death."—A very brilliant "threat" problem. In the finest variation the white K takes, for a three-mover, quite a long walk to get into the line of fire. And a beautiful mate it is when he gets there—quite pure and somewhat symmetrical. By contrast with this the other variations fall rather flat, though really not bad in their way. The other mates are all given by the B, either by discovery or at close quarters, and this gives a slight impression of sameness. The white Q's B is only of use in the mainplay, a remark which also applies to the black Q's R. Most of the moves of the black K's R open up a dual by 2 Kt—R 7 or takes K P ch, &c., but this is not very serious. The key-move is capitally conceived, and would be much more difficult without the motto than with it. The latter is almost too appropriate and constitutes a misfortune.

No. 40, "Double entente."—This problem is based on a very beautiful idea, that of making the white K, by discovering check on two different sides, produce echoing mates of the Kt-discovers-R character. The echoing principle, while adding a peculiar beauty of its own, has the effect of rendering the mates all somewhat similar, the only other mate in the problem being also of the same class. But, as already stated elsewhere, to get a variety in the character of the mates when dealing with two flight-squares, is no easy matter. The problem has had to be built on the double threat plan, which is a pity, since at the outset

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it would be apparent that the double line of play could not be avoided as a dual continuation after certain defences; for instance, some of the moves of the black K P and Q B P, which are needed to keep the black R from wandering. Though this dual does not seriously disfigure the problem, it robs the solution of that desirable crispness as it occurs after seven or eight of Black's moves. When Black plays suitably (1..., B—B 3 or R × R for example), the echo mate in the threat is quite pure, as also is that in the mainplay. The one in the other branch of the threat is in no case nearer than one square doubly guarded. A short mate follows all the moves but one of the Q's B. The black K's R prevents a dual after 1..., R—Q 4 by 2 B × P or B—R 4 dis. ch; otherwise its presence does not appear of much value since the short mate comes into force if 1.., B—R 2. It is a pity so many of the pieces on the K's side do not take an active part in the mates. On the other hand, the white B behind the K does better work here than the one similarly posted in No. 39, but less than the corresponding white R in No. 38, which works, either as a block or otherwise, in every mate. The initial position is possible, assuming that one promotion has taken place. The key-move is from *en prise* to *en prise*, and is not difficult to find. It is early apparent that the R will be discovered; the Kt can cover and one naturally clears the way; and to do this there is but one square to which it can artistically go. Altogether the problem carries its failings with a good grace, and leaves a big balance to its credit.

Summing up now the results already arrived at, and taking 50% as a convenient limit for Honourable Mention, our award must accordingly stand as follows:—

THE AWARD.

First-class Problems.

1.—No. 38, "The Wildflower"	FIRST PRIZE.
2.—No. 39, "Into the jaws of death"	SECOND PRIZE.
3.—No. 40, "Double entente"	THIRD PRIZE.
4.—No. 4, "The boy in kharki" ...	FOURTH PRIZE.
5.—No. 20, "Noch nie da"	Specially commended.
6.—No. 24, "Et reliquit nos"	Honourable mention.
7.—No. 18, "To be or not to be"	
8.—No. 12, "Bonjour Messieurs"	
9. No. 31, "E.N.R." / No. 32, "Corkscrew" } *Ex æquo.*	

Second-class Problems.

11. No. 13, "Mitre and Sceptre" / No. 14, "The flying column" } *Ex æquo.*	
13.—No. 21, "My little gift"	
14.—No. 22, "A trifle"	

C. PLANCK.
G. HUME.

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All communications respecting problems must be addressed to Mr. B. G. Laws, 21, Nelson Road, Stroud Green, London, N.

ALL-IN SOLUTION TOURNEY.—Score Table :—

	Old Score. (See August.)	1613	1614	1615	1616	August Totals.
§"East Marden"	184	3	3	9	4	203
‡‡A. C. White	82	3	3	9	4	101
‡C. S. Earle	82	3	3	3	4	95
‡Chas. Johnston	316	3	3	9	4	335
‡W. H. Thompson	248	3	3	6	4	264
**"Gibson"	52	3	3	9	4	71
††"Beta"	357	3	3	3		366
††E. W. Brook	101					
††J. D. Tucker	54	3		3	4	64
††P. L. Osborn	57					
†Capt. G. A. Forde	Cancelled	3		3		6
†J. J. O'Hanlon	360	3	3	9	4	379
†R. M. Peake	357	3	3	3	4	370
*T.D.	396	3	3	3	4	409
*S. H. H.	254	3	3	3	4	267
*J. Y. Fullerton	187	3	3	3		196
*E. E. Westbury	158	3	3	3	4	171
*G. Woodcock	134	3	3	3	4	147
"D.C.T."	366	3	3	3	4	379
C.F.B.	26	3	3	3		35
A Baker	285	3	3	3	4	298
H. S. Brandreth	198	3	3			204
G. H. C.	278	3	3	6	4	294
F. Bonner Feast	32					
J. W. Malcolm	43	3	3	3	4	56
"Cigaro Nicotini	105					
W. A. Collier	43	3	3	3	4	56
O.R.F.	18					
D. C. Gregson	62					
A. J. Head	216	3		3		222
F. Kent	379	3	3			385
W. Mears		3	3	3	4	13
"Selbats"	323	3	3	3		335
G. Whittle	93	3	3	3	4	106
"K.W."	291					

* Previous winners. † Twice winners. †† Winners three times.
** Winners four times. ‡ Winners five times. ‡‡ Winner six times.
§ Winner seven times.

Further Solutions.—We have to acknowledge correct answers from G. P. Devey of the following problems: 1601, —2, —3, —4, —5, —6, —7, —8, and —12, J. Keeble (p. 265), F. W. Martindale (p. 265), T. B. Rowland (p. 266), C. A. Gilberg (p. 266).

In July we re-started J. W. Malcolm with 8 points. He asks with good reason that his score shown in our tables of April and May should be restored. This means an addition of 119 to the score (43) recorded in August.

With 409 points T.D. earns his first distinction in the All-in, and takes his place amongst the marked winners.

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"ILLUSTRIRTE ZEITUNG."—The following three-er, by F. Schrufer, of Bamburg, has received first honours in a problem tourney conducted by this paper:—3 B 4 / p 2 R r 2 r / K 2 Kt 4 / 2 p 1 k 1 Kt 1 / 4 P 1 p 1 / 1 Q 1 p 2 P 1 / 5 b 2 / 8 /. Mate in three.

"EASTERN DAILY PRESS" Two-move Problem Tourney has run its tether by the publication of the judge's decision. The report on the problems is to appear in the autumn. First prize has been captured by our Norwich friend, J. Keeble; second prize by W. R. Coe of Swaffham, a name better known years ago than now; third prize by W. A. Clarke, of East Molesey; and fourth prize by W. Greenwood, of Keighley. There were only nineteen entries, one of which was unsound. The adjudication was placed in the hands of B. G. Laws.

The following problems were the successful four.

By J. KEEBLE, Norwich.
(FIRST PRIZE.)

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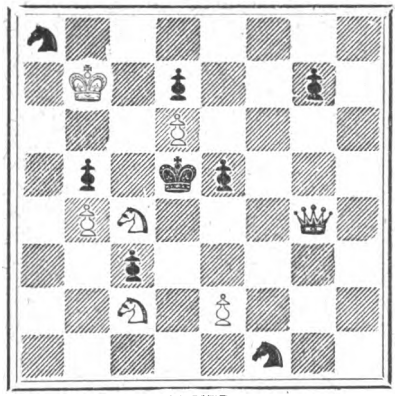

WHITE.
Mate in two.

By W. R. COE, Swaffham.
(SECOND PRIZE.)

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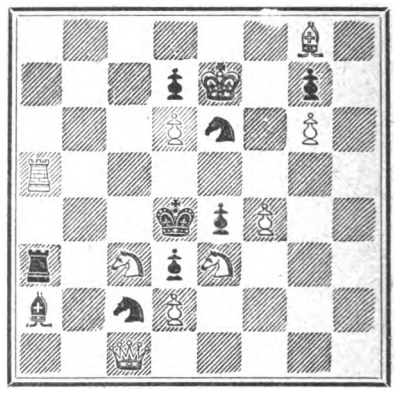

WHITE.
Mate in two.

Third prize, by W. A. Clark, East Molesey.—B 4 B 2 / 1 Q P p 4 / 1 p 1 q P 3 / 4 Kt R 2 / b 2 k 2 r 1 / 3 p 1 p r 1 / 1 P 3 P p 1 / Kt 5 K 1 /. Mate in two.

Fourth prize, by W. Greenwood, Keighley.—2 B 5 / 3 p 3 K / 2 kt 5 / 1 Kt R 3 p Kt / 2 B k 1 p P / 1 Q 6 / 1 b 6 / 1 b 3 kt 2 /. Mate in two.

THE "LEISURE HOUR" Problem Tourney is being decided by instalments. We have already quoted two of the prize problems. The annexed positions have respectively been awarded first prizes; 1, for British composers; 2, for Foreign composers.

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By H. F. W. LANE, Oxford.

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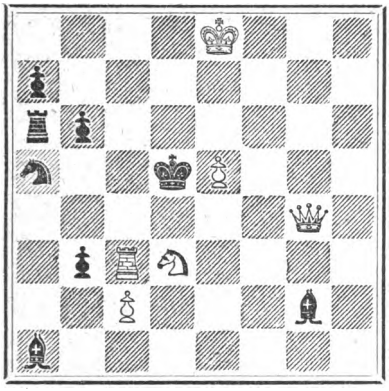

WHITE.

Mate in two.

By H. W. BARRY, Boston, U.S A.

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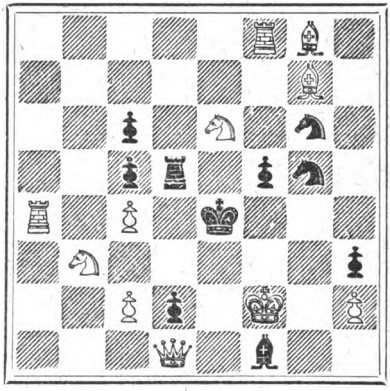

WHITE.

Mate in two.

We are compelled to hold over a considerable quantity of matter, consequent upon the issue of Messrs. Planck and Hume's Award in our Self-mate Tourney. We are confident our readers will agree with us that this Award is not only interesting, but forms a valuable contribution to the literature of suicidal chess. We thank these gentlemen for the able Report, which manifests conscientious labour and keen appreciation of the points of this class of problem.

Next month we will announce the names of the competing composers, and reproduce the winning positions.

ANSWERS TO CORRESPONDENTS.

W. Mears (Torquay).—Solutions quite sufficient. You need not take heed of duals, though it would be interesting to note any which you discover, especially if they are important ones.

F.K. (Hatfield), *Re* 1613.—How do you expect Black to play 1..., P—Q 4 after White has moved his Kt to Q 5? We give you credit for the solution, because we can see you have grasped the author's intention. Had you placed the position on the board, you could not have raised the objection! Your surmise respecting 1611 is correct.

J.W.M. (Elkhorn),—If a solver drops out of the All-in for a time, he ought to ask for a recall of his old score. We cannot be expected to remember or to make searches—pleased all the same to do what you request.

A.M.D. (Worthing).—Your suggestion shall have consideration, but cannot, if accepted, come into operation before next year. We will write you upon the matter.

SURGEON MAJOR WHITE.—Please send your postal address to Editor *B.C.M.* Some letters for you are waiting at Leeds.

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PROBLEMS.

No. 1625.

By N. MAXIMOW,
St. Petersburg.

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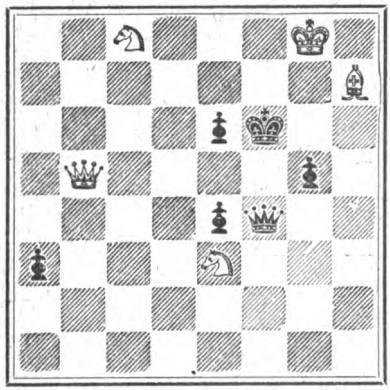


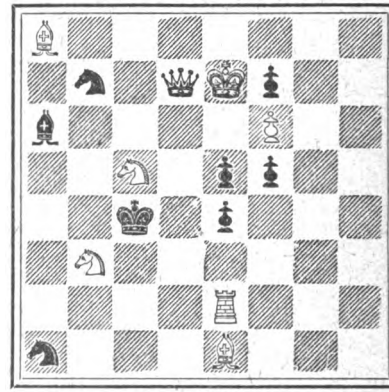
WHITE.

White mates in two moves.

No. 1626.

By E. J. WINTER-WOOD,
Paignton.

BLACK.



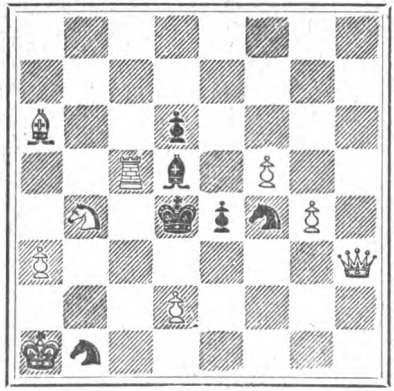
WHITE.

White mates in two moves.

No. 1627.

By F. BONNER FEAST,
Birmingham.

BLACK.



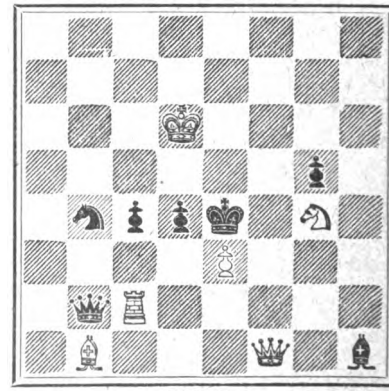
WHITE.

White mates in two moves.

No. 1628.

By A. C. WHITE,
New York.

BLACK.



WHITE.

White mates in two moves.

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THE HASTINGS CLUB TOURING TEAM, 1901.

Capt. Gardiner. F. C. L. Wratten. F. J. Mann. E. Abney Walker. J. Chandler. M. C. Barton. H. Luntley.
C. G. Skyrme. Mrs. Stevens. H. F. Cheshire. H. E. Dobell. F. W. Womersley. Miss Watson. Capt. Burnside.
A. G. Ginner. I. E. Mannington. W. H. Regan. A. Baker.

(See page 108.

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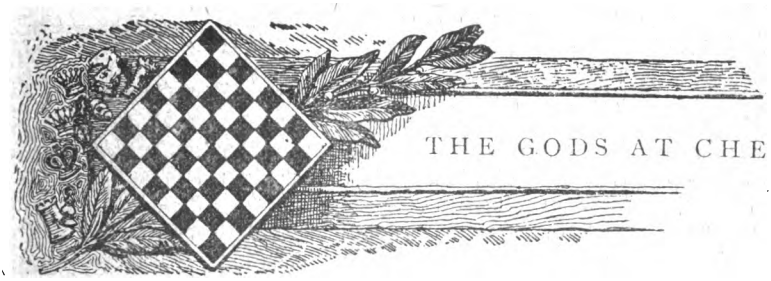
BRITISH CHESS MAGAZINE.

OCTOBER. 1901.



THE GODS AT CHESS.

By Scacchides.

IN the following article an attempt has been made to convey a good idea of a remarkable Latin epic, written in the sixteenth century by one Mark Jerome Vida, Bishop of Alma, and entitled 'Scacchia, Ludus,' The Game of Chess. This epic is replete with poetic figures and mythological allusions, while at the same time it describes the game itself with wonderful spirit and accuracy, showing us also how little chess has changed in essentials during the last four hundred years.

The author, Vida, is known principally for his 'Christiad,' an epic on Christ, in four books, modelled on Virgil's Aenead. This with his other works was published at Oxford, 1723, in a splendid edition by Thomas Tristram, M.A. Several of his minor poems have been rendered into English verse; but neither the Christiad nor his epic on Chess have yet, it seems, appeared in our vernacular, although they have been repeatedly translated into Italian and French. In the following, the game, as described by Vida, has been carefully followed out, but only the more striking or characteristic periods have been rendered into blank verse.

The poem begins with the usual classic invocation of the Muses; students of Virgil and Homer will perceive at once a similarity herein to their favourite authors:—

"We sing of mimic war and battle feigned
Resembling true, fictitious men of box,
Mock kingdoms; how two Kings, one White, one Black,
For praise opposed, fight with bi-coloured arms.

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Narrate, Seriad Nymphs, these contests great
Ne'er sung in sooth by any former bard.
No way appears; yet am I driven on
By reckless youth to tread these ways untrod.
O Nymphs divine, guide you my steps and show
A secret path through this rough rocky land.
You needs must hold the first place in my song;
You taught this sport upon th' Italian shore,
A sister-nymph's most worthy monument."

Vida then proceeds to narrate how on the occasion of a visit of Jupiter and the Olympic court to Oceanus, to celebrate the nuptials of the latter with the Earth, after a splendid repast, the god of the sea with a view of amusing his illustrious guests, orders his attendants to bring in a *tabulam interpictam*, which is thus accurately described by the poet:—

"Divisions four and sixty lie in lines
Of eight, drawn at right angles each to each;
Its parts have all one shape and equal space;
The colour only varies, White and Black,
In regular alternation side by side."

As the gods look on in silent wonder at the coloured board, Oceanus explains that on this miniature plain the sea deities amuse themselves, when the waves are calm, in a mock warfare.

"'But see' he cries, 'the men who wage this war.'
Thus spake he, and poured forth upon the board
Some box-wood pieces wrought by art and lathe
To semblance of our bodies, Black and White.
Two armies like in number and in strength,
Twice eight in vesture White, twice eight in Black.
But as in shape these differ, so their names
And office vary, not alike their power.
There stand the Kings, whose lofty brows are crowned;
And by each King his spouse prepared for war;
And there stand some who always fight on foot,
And some who fight on horseback; some with bow;
Nor is there wanting that great beast that bears
Armed turrets on its back, for there you see
On guard each side the Elephants of Ind."

The position of each piece is then minutely described; and here, as in other particulars, we find that no change has been introduced since the days of our author. The Kings are opposed on the same line, the White on a Black square, the fourth from the end of the board; the Black on a White, six spaces being left across the board between them. The Queens stand at the side of their respective lords, the White on White, the Black on Black; enclosing the King and Queen, the Bishops, called by the poet Archers; then again the Knights on horseback; and, finally, the Castles borne aloft on the backs of gigantic elephants; ranging along the whole line in front of these, on each side, the infantry of the mimic army, the first to encounter the perils of the fight, four being armour-bearers to the King, four maids-in-waiting to the Queen.

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"Then Father Ocean thus again did speak:
'O Gods, ye see the battle-line, the camp:
Learn now the rules by which this war is waged.
For not without strict laws these arms are borne.
First, one or other King sends forth to fight
Whom he shall choose of all his warriors;
If first a Black appears upon the field,
At once a White doth hasten to the fray;
Nor more than one against the foe may rush.
One purpose all, one mind doth all possess:—
So straitly to enclose the hostile King
That he may find no means to flee or 'scape
Their vengeful arms; for thus the battle ends.
But meanwhile th' adverse troops are never spared;
But that the sooner they may take the King,
Left helpless, all opposing ranks are slain;
Both camps are emptied by recurring death,
More and more open lies the pictured field
Of strife; they slay, and in their turn they fall.
But each must straightway take the vacant post
Of him whom he has slain, and bear for once
The brunt of angered arms; then, if unscathed,
To safety he may swiftly thence withdraw.
The infantry alone (an easy prey)
The laws forbid their footsteps to retrace.
But all the soldiers have not like approach,
Nor like attack. When march the men on foot
One only square advance they at each move,
Except the first, then two squares are allowed;
They face the foe and always keep one line;
But strike obliquely when they aim their blows,
And always slyly strive to wound the flank.
The Elephants, that each side close the wings,
When with their forts they mingle in the fray,
In straight lines may proceed to right, or left,
Ahead, or backward rush through all the field,
And carry death throughout the hostile camp,
Yet never may they wound by sidelong stroke;
This to the Archers only is allowed,
Those soldiers brave beloved of warlike Mars.
For these two always take diagonals,
The one on Black, the other on the White,
And with their arrows wage a bloody war;
Nor do they change to squares of either hue,
But on their chosen colour they advance
Through all the field and pass by every space.
The fiery steed with loud-resounding hoof
Impatient paws the ground and champs the bit,
And never moves straight forward on the foe,

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But rears aloft, so eager in his course,
And gyrates in the air with circling swoop
And passing o'er two squares at last descends
On one of diverse colour from his last.
The Queen, the choicest warrior of them all,
With raging soul to front, or rear doth move,
To right, or left, but always on straight lines,
For knightly gambit she is not allowed;
No term, no boundary confines her course,
Wherever rage impels she may proceed,
Provided that her own or hostile arms
Do not obstruct her path. For over such
She ne'er may leap; to Knights is this reserved.
More cautiously each King doth bear his arms;
With him lies all the issue of the fray.
The King surviving, all will struggle on,
Once he is gone, they flee from field and camp.
And thus, if he is captured, all is lost.
All reverence him and all around him stand,
And guard him in their midst, and oft themselves
Expose to rescue him from hostile arms,
And court e'en death to save their liege and lord.
Nor envies he the battle rush and clash:
Enough to guard himself and death escape.
Still none may strike him with impunity,
On every side he has the power to slay.
His course but short, for after he has left
His palace home, each move is but one step,
Wounds he a foe, or wanders harmlessly.
These are their ancient rules of war, and this
The method of their fray. See now the lines
Of combatants drawn up on either side.'"

After this minute and able exposition of the game, Jupiter calls on two of the youngest of the gods, Apollo and Mercury, to try their skill. He was afraid, it appears, to trust any of the elder gods, knowing by sad experience their tendency to take too warm and personal an interest in the struggle of mortals, whether real or only mimic. However, he gave gracious permission to each to choose his, or her favourite of the two combatants, provided that no bystander with word or sign warned either combatant of an impending danger. Finally, he promised a worthy reward to the victor.

They toss for the first move, and White, Apollo, wins. After some anxious thought, the opening is made—Q's Pawn to Q 4. Black, Mercury, responds by the same move on his side. However, these foot-soldiers, the poet remarks, cannot harm one another, as they are on the same line. Other of the infantry are moved out on both sides to the support of the first two. For some time no blood is shed. At last, a Black foot-soldier unsheaths his sword and fells a White man to the ground.

"And with exultant joy steps o'er his corse.
Alas! th' unhappy wretch had not perceived

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The foe there standing by his victim's side;
He also falls and leaves the field in death."

Then the Black King 'Castles.' This is a cautious move on the part of Mercury; but, as will be seen, this cunning god is more than a match for his manly adversary throughout the game.

The Knights are now brought into play, and work great havoc among the infantry on both sides. While, however, Apollo is still intent upon the slaughter of this *miseranda juventus*, Mercury perceives a fine opening and immediately proceeds to take advantage thereof. His Knight, leaping over the intervening Pawns, alighted safely on Q B 7, calling check and covering the Castle:

"And menaced death to King and Elephant."

Apollo sees that he is obliged to move his King and leave his Castle undefended. There is no help for it, the King moves to the right, and the Knight triumphantly swoops down on the Elephant.

"A woeful loss, for, save the Queen alone,
No better warrior strides o'er the field."

"*Non tamen impune evades*," *ait acer Apollo*. Accordingly, he closes in the Knight by moving out a Pawn, and this bold warrior falls a victim to the Queen's avenging arm. But the right wing of the Whites' is now in a sad state of confusion, and Apollo strives in vain to compensate his loss by a vigorous attack on the enemy's line. His reckless onslaught only increases his losses, while his cautious adversary never aims a blow without substantial advantage.

Mercury now strives to entrap the White Queen, and even gives up a Pawn or two, as if by mistake, in order to clear the way. Unsuspecting as usual, Apollo is actually moving forward the only piece that is still covering his precious Queen, when Venus, who happened to be seated opposite, warns him by mute signs of his peril. In alarm Apollo looks round the board, perceives his danger, and withdraws the Pawn. Hereupon Mercury loudly complains, and a great hubbub arises among the spectators; Apollo defends himself on the plea that no stipulation had been made that a piece should not be withdrawn, if so it pleased either player; however, he suggests that to prevent further dispute, some such regulation might be henceforth agreed upon. They express their satisfaction; but Jupiter secretly reprehends Venus, and Mercury is still so angry that he would fain overturn men and board together.

The game is now renewed with fresh determination on each side. Mercury, however, is not content to exercise his ingenuity in the legitimate strategy of the game, he tries even here his wonted cunning in fraud and deceit. Immediately after his failure to capture the Queen with his Archer, he moves the same piece with the Knight's gambit, and thereby again threatens her majesty. But Apollo, rendered more watchful now, perceives the trick in time:—

"And turning to the standers-by, he smiled
And said: 'Although the hand of Mercury
Is deft at thieving, fraud, and guile; yet 'ware,
O cunning son of Atlas, thou shalt not
Deceive me more; now take that move again.'"

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Whereupon his crafty opponent pretends he has made a mistake and gives the Archer its due move; even after this, however, Apollo has still to be on his guard lest his unscrupulous foe should nimbly move forward two pieces at a time instead of one.

The White Knight now attacks the Black Queen by covering her while checking the King; but an Archer had not been perceived guarding the line, and the steed falls:—

"And rolls upon the ground and paws the air;
His soul in anger flies forth on the wind."

The Archer falls before a Pawn, and further losses are endured on both sides.

The White Queen now comes boldly forward, and works great havoc in the enemy's lines, slaying an Elephant and an Archer, as well as some of the small fry, and opening up a way to the Black King, who had hitherto been safely esconced in the corner, whither he had retired on Castling. Mercury responds by bringing out his Queen also, and inflicts equal or greater losses on his adversary.

"The field is wholly strewn with men of box,
And woeful slaughter reigns; the hostile bands,
The Black and White, together mingling fall.
Laid low are infantry and four-hoofed steeds.
For both the Amazons in rivalry
Their feminine weapons wield with dire effect;
And neither certainly will cease until
Or one, or other, yields her savage soul
'Mid seas of blood, and quits the field in death.
Meanwhile the King of either race doth guard
His capt ve foes and watch the slain that lie
In prison near the camp, lest captured once
And dead, recalled to life, they fight again."

And this caution appears to have been not wholly superfluous. Mars, taking a friendly interest in Mercury, and watching his opportunity to do him a good turn, quietly slips a Black Archer and Pawn upon the board. Of all the spectators Vulcan only detects the fraud; he calls out and warns the victim; Mars grows pale at the discovery of his dishonesty; Apollo is filled with indignation, and Jupiter angrily bids them remove the substantiated pieces, and recall all the moves that have been made since their unwarranted reappearance upon the field.

"And now the leaders twain with greater rage
Renew the struggle, sending forth the Queens
Throughout the lines; they sate themselves with blood
And carry death through all the field. At last
They face each other, and each guards her King;
When, lo! with sudden unexpected stroke
The Amazon in White lays low the Black.
Alas! ill fate! she also falls, her breast
Pierced by an arrow shot by Archer keen.
Shortlived her triumph o'er her fallen foe.
Both cohorts gaze upon the fatal spot,

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And, as they bear the heroines to the grave,
The air seems full of tears and wail of grief.
Then round the saddened Kings in close array
They crowd; one fear possesses all; like storm,
Like flood hath swept o'er each; both count their wounds.
But all their strength hath not departed yet
Resources still remain and vigorous youth.
Three infantry, Apollo, thou dost count,
An Archer and a Castled Elephant.
As many thou, O Mercury, except
The Elephant that lately in the court,
Before he yet had slain, inglorious fell,
Struck by a wingëd arrow from afar.
But thy right Knight is not yet lost to thee.
The rest hath impious Mars and war's sad fate
Consumed, and left the field thus desolate."

What advantage there is seems to be on the side of Apollo, and while Mercury stands on the defensive he boldly advances and strives to break though his enemy's scant lines. However:—

"The Kings now mourn their empty courts and shun
In gloom and grief their royal couch bereft.
And though their first dear love remains unchanged,
To new alliance and fresh marriage ties
Sad fate compels; and so the white-robed King
Unto his regal couch invites the friends
And faithful maidens of his former Queen,
Who, after paying her the last sad rites,
Their weapons now prepare to 'venge her loss.
But first he bids them try their skill and show
By noble courage who most worthy is
To share his throne; he urges and commands
Through hostile ranks to seize the furthest post
In all their camp; for none may dare aspire,
According to their laws, to wear the crown,
Unless through deadly arms and eager foes
She safely pass o'er all the midway space
And enter first the court of th' adverse King.
The maids-in-waiting rouse their souls and haste
To rush through all their foes; but one is first,
She on the third line of the King's right wing,
Exultant and expectant on she hastes;
Her sisters, losing hope, give willing place.
Onward she speeds in her great enterprise,
The noble wage, the glory give her wings.
Nought stays her course; not e'en the Despot Black
Endeavours to forestall her bold attempt.
He also aims at other marriage ties
And seeks to win himself another spouse.
And so each side they hasten on their way,

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And Mercury along the left fourth line
Puts forth a maiden, but one square behind.
And now the fearless maid in White attains
Her goal, the lines all passed, and eager stands
Upon the final square. The King then bids
Them bring the throne, the crown, the ornaments,
And jewelled sceptre of his late-wept Queen:
The wished-for nuptials thus her merits gain.
The ranks in White rejoice and mock afar
The lines of Black. And Mercury can scarce
Restrain his tears; he lifts his voice in woe,
And from his breast he tears his coloured cloak.
Only one square remains for his Black maid;
Alas! upon that line an Elephant
Securely lifts his head and threatens her,
If she dare touch that square, with instant death."

The game is evidently now in Apollo's hands, if only he use his opportunity aright. His Queen, swelling with the pride of her new-born dignity, advances and threatens great destruction. In fact, at one critical moment, the right move on his part would have ended the game by a check-mate; but, while Apollo was considering, Mercury, who saw the danger, reproached him with being slow, and jeeringly asked him whether he intended waiting for the night to put an end to the contest. Apollo, thereupon, hastily took a Pawn, and by so doing not only lost his opportunity, but also forfeited his Castle, which fell a victim to the Black Knight, now at liberty to move out. The Castle taken, no hindrance remained to prevent the advance of the Black Pawn into her last square; she moves in accordingly, and thus Mercury also is provided with a second Queen.

The game is now renewed on more equal terms. Or rather the advantage is on the side of Mercury, who is already boasting as if his victory was secure. Nor is his confidence altogether displaced. For after a few unimportant moves, by an unexpected and well-executed manœuvre the Black Knight checks, and also covers the Queen. The King is forced to move; the Queen falls; the Knight pays for his victory with the loss of his life, succumbing before the rage of the grief-stricken King.

Apollo has now only one Archer and two Pawns, and of these also the Black Queen soon relieves him. His King is now defenceless.

"No refuge left for him, no hope of life;
But not at once as conquered does he yield.
All yet is well, if passing through unharmed
The hostile ranks, he there conceal himself
So that no space be left for further flight;
For, if no foe doth threaten, yet no square
Remains to which he safely may advance,
The issue of the combat will be nil,
The labour, strength, and thought all spent in vain,
And neither have the victor's name or right.
And so through empty field and silent camp
Now here, now there, uncertainly his steps

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O'er all the ground the dark-hued King pursues,
Yet always leaves a space and means of flight;
And, finally, when on the outmost line,
His fugitive he sees, he calls the Queen
To guard the line within to block return
From these so narrow bounds; one only line
The last, now open lies, one way unbarred;
Against him stands his rival, nearer now,
Yet always with one space left free between.
But when at last the vanquished stands
At bay, and turns to face his cruel foe,
The Amazon, who had but waited this,
Stands on the final line and all along
Breathes death, nor leaves a single station free:
Then rising with her sword the warlike maid
Her victim immolates, and ends the fray;
While all around the gods applaud and cheer."

Mercury's reward from Jupiter is a wondrous wand, endued with the power of calling up the shades from the lower regions, of drying up springs, of closing mortal eyes in sleep and even in death.

In after time the god brought the game to the earth, making a present of men and board, as a token of love, to Scacchis, a nymph of the river Serius, whence the title of the game, 'Scacchia.'

"Her name is honoured by this pastime still,
Which greatest Rome doth celebrate, and far
On foreign shores the furthest race of men.
All which the rustics would to me retail,
When on Serio's banks a child I sang."

The Annual Congress of the New York State Chess Association was held in August, at Buffalo, but we cannot write about it without first expressing our horror, and sympathy with our American brethren, on account of the terrible event which has there since then taken place. It is not for us to dwell upon the political aspects of this sad occurrence. That has already been done in newspapers and speeches. But chess

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players, at any rate, are utterly opposed both to anarchy and its cowardly proceedings. The game of chess is one of law and order; it recognises differences of rank and position all uniting and working together for one common but no selfish end; and though that end has to be gained by the similitude of battle, it is by fair and open fighting, and lends no countenance whatever to the methods of the miserable, dastardly assassin, who has peace on his lips, and war in his heart, and who approaches you offering the right hand of friendship, while with the left he covertly deals a death blow. The abuse of the white flag, the sniping behind rocks, and the shooting of prisoners and wounded in cold blood by the Boers are our own experiences of a like kind, but from these, happily, Americans have hitherto been free.

It was at first intended to give a preference in the entries for the Buffalo Tourney to the members of the American cable team, but this being objected to was withdrawn. Whether it was this intention or the entry of Mr. Pillsbury that warned off any would-be competitors we do not know, but only six players took part in the principal contest, namely: Pillsbury, Delmar, Marshall, Napier, Howell, and Karpinski, two rounds having to be contested by each As was expected, Pillsbury won the first prize of 100 dollars without losing a game, his score being 8 and 2 draws. The second prize of 40 dollars and the third of 20 dollars were divided between Messrs. Delmar and Napier, the fourth (12 dollars) went to Mr. Howell, and the fifth (8 dollars) to Mr. Marshall, who only totalled $2\frac{1}{2}$.

GAME No. 2,078.

Played at the meeting of the New York State Chess Association.

Queen's Pawn Opening.

NOTES BY JAS. MASON.

WHITE. Mr. H. N. PILLSBURY	BLACK. Mr. F. J. MARSHALL
1 P—Q 4	1 P—Q 4
2 Kt—K B 3	2 P—Q B 4
3 P—K 3	3 P—B 5
4 Kt—B 3	4 P—B 4?
5 Kt—K 5	5 Kt—K B 3
6 P—Q Kt 3	6 P × P
7 R P × P	7 P—K 3
8 B—Kt 5 ch	8 B—Q 2
9 Castles	9 P—Q R 3
10 B—Q 3	10 Kt—B 3
11 Kt—K 2	

.....Dubious, at least. If at all, the Pawn can be maintained here only with much difficulty; and its compulsory exchange must afford White superior scope for action. Nor is Black's next move to be favourably considered. For it unnecessarily abandons K 4 to practically unquestionable occupation by the adversary.

For the ending. If 11 P—K B 4, to take that way, the prospect of direct attack would not be encouraging. The little counter attack Black makes presently is easily repulsed. After that White's task reduces to finding means of winning.

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		11 Kt × Kt
12	P × Kt	12 Kt—Kt 5
13	P—K B 4	13 B—B 4
14	Kt—Q 4	14 Q—R 5
15	P—R 3	15 P—K R 4
16	Q—K sq !	16 Q × Q
17	R × Q	17 Kt—R 3
18	B—R 3	18 B × Kt
19	P × B	19 B—B 3
20	B—B 5	20 Kt—B 2
21	P—R 4	21 R—R 3

.....There should be something better than this,—perhaps 21..., P—K Kt 3 would be so. Both Knight and Rook are awkwardly placed in the sequel; whence, in good part, Black's ultimate discomfiture.

22	K—B 2	22 Kt—R sq
23	P—Q Kt 4	23 P—Q Kt 4
24	R—R 5	

The very fine if somewhat "dry" combination ensuing wins directly for White. And it is in a manner unavoidable by Black, too weak in this region to effectually withstand all that is threatened.

		24 B—Kt 2
25	K R—Q R sq	25 R—Q B sq

See Diagram.

26	R × R P !	26 B × R
27	R × B	27 R—B 2

.....The other Pawn is doomed in any case; hence no attempt to hold it. The final position is curious, Black's "tie-up" being so complete.

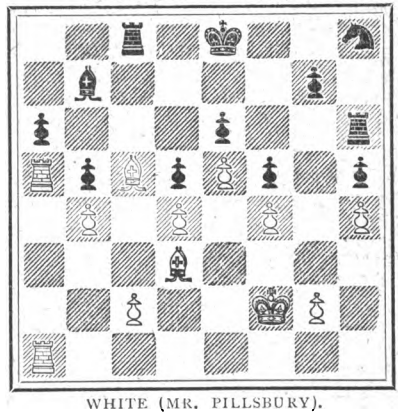
28	B × P ch	28 K—B 2
29	R—R 8 !	29 K—Kt 3
30	B—K 8 ch	30 K—R 2
31	P—Kt 5	31 Kt—Kt 3
32	P—Kt 6	32 R—Kt 2
33	P—Kt 3 !	33 Resigns.

.....For if 33..., Kt—K 2; 34 R—R 7, &c., loss is evident; and otherwise he must soon give Rook for Pawn.

Position after Black's 25th move :—

R—Q B sq.

BLACK (MR. MARSHALL).



WHITE (MR. PILLSBURY).

GAME No. 2,079.

Played at the meeting of the New York State Chess Association.

Petroff's Defence.

NOTES BY JAS. MASON.

WHITE. Mr. KARPINSKY.	BLACK. Mr. MARSHALL.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—K B 3
3 P—Q 4	3 P—Q 4 !
4 P × Q P	4 P × P
5 B—Kt 5 ch	5 P—B 3
	6 Q—K 2 ch

White labours to correct the simplifying tendencies of 3..., P—Q 4 ! But in vain,—or, rather, in neglect of his own proper development.

		6 B—K 2
7	P × P	7 P × P
8	B—Q 3	8 Castles
9	Castles	9 B—K Kt 5

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... .Was Black surprised by the manœuvres soon depriving him of an important Pawn? Probably not,—though battles are sometimes won through oversight where providence would fail.

10	P—K R 3	10 B—R 4
11	P—K Kt 4 ?	11 B—Kt 3
12	B × B	12 R P × B
13	Kt × P	

The strain consequent on this capture is too great, and the counter attack directly invited proves decisive accordingly.

		13 Q × Kt
14	Q × B	14 R—K sq
15	Q—R 3	15 Q Kt—Q 2
16	Q—Q B 3	16 Q—Q 4
17	B—K 3	17 Q—K 3
18	Q—Kt 3	

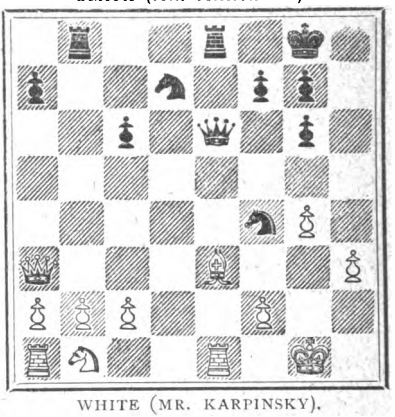
The opposing Knights are strangely dangerous, in conjunction with the Queen. So White tries to exchange. Besides, just here, 18..., Kt × P, (if) P × Kt; 19 Q × Kt P +, with probably 20..., R—K 4, was threatening.

		18 Kt—Q 4
19	R—K sq	19 Q R—Kt sq
20	Q—R 3	20 Kt—B 5 !

Position after Black's 20th move:—

Kt—B 5.

BLACK (MR. MARSHALL).



WHITE (MR. KARPINSKY).

21 B—Q 2

Losing by combination. In any case, however, White could hardly establish a satisfactory defence. The conclusion is instructive as it is pretty.

		21 Q—Q 4 !
22	R × R ch	22 R × R
23	B × Kt ?	23 R—K 8 ch
24	K—R 2	24 R—R 8 ch
25	K—Kt 3	25 R—Kt 8 ch
26	K—R 4	26 Kt—K 4 !
27	B × Kt	27 Q—Q ch

And mates in three moves.

The winner of the Haarlem Congress, who adopted the name of "Mat," is Dr. Olland.

M. Janowski is about to make a grand chess tour in Russia, calling on his way at Munich and Vienna.

The Masters' Tourney of the Moscow Club resulted in Messrs. Falk and Goutscharow tieing for first prize with 7 games each.

Mr. Jas. Mason asks us to inform his friends and correspondents that his address now is: The Manor, Thundersley, Essex.

A big Correspondence Match is projected between the States of New York and Pennsylvania, each player having the attack in one game and the defence in another.

An important match was played recently at Carlsbad, between Messrs Albin and Marco. Ten games were played, of which Marco won 4 and Albin 2, the remaining 4 being draws.

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It is reported that chess players in Holland have challenged the British Chess Club to a match of ten on each side, to be played either by telegraph or by a team visiting London.

The St. Petersburg Amateurs' Chess Club has just set on foot a National Correspondence Tourney, in which already many prominent players, such as Alapin, Schiffers, Lebedew, and Prince Ourusoff, have entered.

A National Italian Congress will take place this autumn at Venice, at which nearly all the best Italian players will compete, including Signori Crespi and Vergani, but not Sig. Salvioli, who has engagements elsewhere.

The Netherlands Chess Association had its meeting in July, at Haarlem, and the first prize was gained by a player with the pseudonym of "Mat." The other winners were Messrs. Leussen, J. A. V. van Foreest, Exner of Buda Pesth, and Loman of London, in the order named.

Bradford.—The annual meeting was held on September 24th, at the club room, Steel's Café, Charles Street, Bradford, when a satisfactory report and balance sheet was presented and adopted. Mr. J. A. Guy was re-elected president, and Mr. J. W. Perkins was appointed hon. secretary.

The Scandinavian Chess Association held its Congress at Gothenburg, in August, with eleven entries in Class I., the chief prize, 250 crowns and a cup presented by the Swedish King, being won by Herr Möller of Copenhagen. The publication of *Nordisk Skaktidende*, the Scandinavian chess organ, is now transferred to Stockholm.

Chess, since the war, seems to be reviving in Cuba, for we have received some copies of a publication entitled *Ambos Mundos* (Both Worlds), which contains a chess column edited by Senor J. Corney, who requests us to effect an exchange with him. We are sorry, however, that for the present we are unable to comply with his request.

The German Chess Association will hold its next meeting in 1902 at Hanover, and the first prize in the international master's tourney will be donated from the treasury of that city. It is stated that there will also probably be an international tourney next year at Berlin, to celebrate the fifth anniversary of the Berlin Chess Association.

An Italian National Tourney is to begin at Venice, on October 14th, at the Café Orientale, with prizes of 600, 400, 250, and 150 lire. It is limited to members of the Italian Chess Union, and we trust it will have the effect of reviving the interest in the game, which we are sorry to think has been so long decadent in most parts of the Italian peninsula.

The *Manchester Weekly Times* says that the Manchester Ladies' Chess Club will open its second season on October 1st. The members now number over 20, and there is every anticipation of a successful season. The meetings will be held at Parker's Restaurant, 12, St. Ann's Square, on Tuesdays, from 3 to 7. Ladies desirous of joining may obtain full particulars from the hon. sec., Miss Marian Millar, Mus. B., The Firs, Bowdon.

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Yorkshire.—A meeting of the executive of the Yorkshire Chess Association was held at Leeds, on September 28th, to arrange the order of play in the Woodhouse Challenge Cup and the *Bradford Observer* Trophy contest. Six clubs entered in each event, and play in both competitions will start during the present month. The clubs competing for the Cup are Leeds (holder), Hull, Bradford, Sheffield, Huddersfield, and York. A challenge from the Kent Association to a match by correspondence, with 50 players on each side, was accepted.

Cork.—The club established last year in Cork is flourishing. The first annual meeting was held on September 14th, when the report was presented and stated that the tournament had been won by Mr. R. Archer, whose prize consisted of a handsome set of gilt and silver chessmen. The club had only played one match—against the Hastings Club, but next year it is intended to arrange several fixtures during the time the Cork Exhibition is open. Arrangements have also been made for a chess column to be started in the Cork *Weekly News*. The officers for the ensuing year are: president, Mr. I. S. Kelly; secretary, Mr. J. B. Booth; assistant secretary and treasurer, Mr. Archibald Smith. The club numbers about 44 members, and meets twice in each week.

In the first Congress of the North Western American States' Association, which was recently held at Excelsior, Minnesota, there were sixteen entries, representing six States, Iowa, Michigan, Missouri, Minnesota, North Dakota, and Wisconsin. Five cash prizes, in addition to the championship honours, were offered, and were won as follows:—First prize, 100 dollars, gold badge, and title of chess champion of the West, Mr. N. M. MacLeod, St. Paul; score, 13 won and 2 lost. Second prize, 50 dollars, Mr. E. P. Elliot, Minneapolis; third prize, 25 dollars, Mr. J. Friedlander, Fargo; fourth prize, 15 dollars, Mr. F. N. Stacy, Minneapolis; fifth prize, Judge H. D. Smith, Cassopolis, Mich. The name of the Association was changed to the Western Chess Association, and its scope was enlarged so as to take in all States west of the State of New York, a pretty large order.

Preparations are being made by Mons. A. de Rivière, of Paris, for the organisation of another International Tourney next winter at Monte Carlo. The committee is being formed, and prominent representatives of all nations have been asked to join the governing body. Prince Dadian, of Mingrelia, has given 500 frs. as a brilliancy prize. The tourney this time will take place in a room to which spectators can be admitted, which was not the case last winter. Dr. E. Lasker and Mr. Pillsbury are expected to compete. The latter will then be on a starring tour of twelve months in Europe, and he has challenged the former to a match for the world's championship. It would add much to the attractions of Monte Carlo if the brilliant Prince Dadian could be induced to come and compete for his own prize, for we think he would have a very good chance of winning it.

Scotland.—Chess in Glasgow may be said to have opened with the engagement of Mr. R. Teichmann at the Glasgow Chess Club, which began on 16th September and will continue for two months.

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The Glasgow Chess Club will also be visited in the course of his Scotch tour by Mr. Blackburne on 3rd, 4th, and 5th October; and Mr. Blackburne will also then visit the other principle clubs, such as Burns and Hillhead in Glasgow. We understand also that Mr. Blackburne will go to the Dundee and Stirling Clubs, and no doubt also to Edinburgh.

Cheshire Association.—The annual meeting took place at the rooms of the Sale and District Club, on September 21st, Mr. J. Burtinshaw in the chair. The report was considered fairly satisfactory. The County Challenge Cup had been won by the Macclesfield Club, whose team defeated Altrincham in the final round. A contest for the individual championship of the county had been successfully established, and is now in progress. The Championship of the Northern Union had been won by a Cheshire representative, Mr. Rhodes Marriott, whose success was very popular. It was decided to play a match East *v.* West Cheshire, at Warrington, on December 14th. The election of officers resulted as follows:—President, Mr. Rhodes Marriott; vice-presidents, Mr. Thos. Kay, J.P., and Mr. Pennington; hon. secretary and treasurer, Mr. J. Critchlow; captains, East, Mr. J. Burtinshaw; West, Mr. J. MacDonald.

Lancashire Association.—This year's contest for the Championship of Lancashire (twenty entrants, first prize value £4 4s od., second prize value £2 2s. od.) was brought to a close at Lancaster, on September 21st, when Mr. S. Keir, Lancaster, defeated Mr. F. E. Spedding, Liverpool, in the final round. The contests for Classes B and C resulted as follows: Class B, eleven entrants, first prize, £3 3s. od, Mr. G. H. Midgley, Manchester; second prize, £1 11s. 6d., Mr. A. Eva, Manchester. Class C: sixteen entrants. first prize, £2 2s. od, Mr. H. W. Keizer, Liverpool; second prize, £1 1s. od., Mr. J. Board, Manchester.

North Manchester Club.—The annual meeting of this club was held on the 26th September. The president (Mr. T. A. Farron) stated that the past season had been perhaps the most successful since the inauguration of the club. The list of members included over one hundred names, at least ninety of which were active members. He referred at some length to the great satisfaction and profit they had enjoyed through Dr. Lasker's connection with the club. The election of officers for the ensuing year resulted as follows: president, Mr. T. A. Farron; hon. treasurer, Mr. H. W. Riley; hon. secretaries, Messrs. W. H. Burgess and M. Steel. Dr. Lasker expressed the very great pleasure which his connection with the club had been to him. The courtesy and consideration he had received had caused him to feel more at home than in any chess club he had had the privilege of visiting in any part of the world. The annual dinner and smoking concert will be held at Dyson's, on Monday, October 7th.

The second annual meeting of the Missouri Chess Association was held at Sedalia, September 10th to 12th, and members were present from all parts of the state. After the Annual Tournament, Dr. E. W. Shrader, of Moberley, was elected president for the ensuing year. A committee, of which Mr. Max Judd (St. Louis) and Dr. Ormsbee (Springfield) are

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members, was elected to start the preparatory work necessary for the holding of an International Masters' Chess Congress, at St. Louis, during the World's Fair to be held there in 1903. The prize fund will probably be between 5,000 and 10,000 dollars, and part of this sum it is intended to raise by the publication and sale of a book containing the games in the tournament with notes; a copy to be delivered six months after the tournament to each subscriber of five or ten dollars. The outlook is very encouraging, and the prize fund has been started with a large subscription.

We are greatly pleased to hear that the services rendered to chess in Manchester by our friend the late Mr. C. A. Dust, who ably conducted for many years the column in the *Manchester Evening News*, have been recognised by the presentation of a handsome Silver Cup, given by a member of the Manchester Club for annual competition, and open to any player in Manchester and district, and not necessarily a member of a chess club The contest will be a handicap tournament, to be played at the Manchester Club. Intending competitors must apply to the secretary Manchester C. C., enclosing postal order of one shilling entrance fee, not later than October 3rd. The tournament will commence on October 7th, players meeting twice a week, on Mondays and Thursdays. Eight games have to be played, and the winner of the cup will receive a memento gold medal, and have his name engraved on the cup, which will be kept at the Manchester Club until a player succeeds in winning it three times in succession, when it becomes the absolute property of such winner.

The annual meeting of the Hastings and St. Leonards Club was held on September 18th. The president, Mr. Horace Chapman, occupied the chair, and there was a good attendance of members. Mr. H. E. Dobell (hon. sec.) presented the 19th annual report, which gave a full account of the work done during the past year, and showed that the club is in the heyday of prosperity. The membership is 135—the highest point yet reached. Forty-six matches had been played, of which 38 were won, 2 drawn, and 6 lost. The prize winners in the Tournaments were as follows:—Championship of the club: first, Mr. H. E. Dobell; second, Mr. J. A Watt. 'Chapman' Cup: first, Dr. Manlove; second, Mr. H. E. Dobell. 'King and Queen': first, Mr. H. R. Mackeson; second, Mr. I. E. Mannington; third, Mr. F. A. Toyne; fourth, Mr. A. G. Ginner. Third-class Championship: first, Mr. E. R. Willett; second, Mrs. Stevens. Ladies' Championship: first, Mrs. Stevens; second, Miss Watson. Minor 'Chapman' Cup: first, Mr. H. Braund; second, Miss Hallaway. First-class Level: first, Mr. H. F. Cheshire; second, Mr. J. A. Watt Handicap: first, Mr. H. Hore; second, Mr. B. Barnett. Consultation: first, Miss Garland; second, Mr. I. M. Friedberger; third, Mr. H. Braund. Simultaneous: first (single players). Mr. H. F Cheshire. Opponents: first, Mr. J. E. Watson; second, Mrs. Stevens. Gambit: first, Mrs. Stevens; second, Miss Watson; third, Mr. A. C. Jenour and Mr. J. Watt, sen. (tie). End-games, first-class: first, Mr. H. E. Dobell and Mr. F. W. Womersley (tie).

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Second-class: first, Mr. H. Bonham and Mr. Angelo Lewis (tie). Third-class: first, Mr. S. Maddison; second, Mr. H. Hore. Minor Third-class: first, Miss Garland; second, Mr. C. F. Glanfield. Third-class Selected Openings: first, Mr. Albert Wright. The prize, a time clock, given by Mr. Friedberger for highest score in the 'Chapman' Cup Tournament, was won by Dr. Manlove. The prize, an 'In Statu quo Set,' given by Mr. Jenour for best game in the Ladies' Tournament (the two winners of the tournament barred), was won by Miss Foster. The election of officers resulted as follows: president, Mr. Horace Chapman; hon. secretary, Mr. H. E. Dobell; hon. treasurer, Mr. Hallaway, all re-elected.

Midland Counties Chess Union.—The following circular has been issued to club secretaries and others with regard to a contest for the Midland Amateur Championship. It is intended to send in due course a personal invitation to compete to all leading county players. Mr. H. E. Atkins, the present champion, has already given a conditional promise to compete in the proposed tournament, though averse to the sectional arrangement:—

Amateur Championship of the Midland Counties.—In accordance with a growing feeling among Midland clubs and players, and with the views expressed at the last two annual general meetings, the executive has, by resolution, indicated the desirability of a competition to decide the individual championship of the Midlands. To this end the committee has tentatively adopted the following scheme, but further steps in the matter are dependent upon its reception and the support afforded by clubs and players:—

1.—A tourney to be held in Birmingham, Easter Week, 1902.

2.—If more than nine enter, the competition will be divided into sections of as nearly equal strength as possible, and the two winners of each section will contest a final round.

3.—Four prizes of £5, £4, £3, and £2 are suggested, with an entrance fee of 10/-.

The arrangements for the County Championship Competition, for the challenge trophy presented by the Birmingham *Daily Post*, are as follows:—

ROUND I. (to be played by Saturday, November 30th).

(A) Notts *v.* Derbyshire.
(B) Warwickshire *v.* Oxfordshire.
The remaining six counties have byes.

ROUND II.

(C) Leicestershire *v.* Notts, or Derby *v.* Leicester.
(D) Northampton *v.* Warwick, or Oxford *v.* Northampton.
(E) Shropshire *v.* Hereford.
(F) Worcestershire *v.* Stafford.
To be played by Saturday, January 25th.

ROUND III.

(G) Winner of (C) *v.* Winner of (D).
(H) Winner of (E) *v.* Winner of (F).
To be played by Saturday, March 1st.

ROUND IV.

Winner of (G) *v.* Winner of (H).
To be played by Saturday, April 12th.

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Choice of rooms in the first two rounds lies with the county first named. In the remaining rounds it is governed, as per the rules, by the last previous meeting between the two counties. Where no meeting has previously taken place, lots are drawn by the M.C.C.U. committee.

LONDON CHESS.—The West Norwood Club and the Herne Hill Club have amalgamated under the title West Norwood and Herne Hill Chess Club.—The Ladies Club has arranged twenty-seven matches for the season, including the fixtures in the League contest, and a very active season is anticipated.—The Thames Valley Club continues to prosper, and won all four matches it played last season. The first prize in the Handicap was won by Mr. A. S. Whitaker (Pawn and two).—The East London Chess Club promises to become a power in the land. Its officials have arranged a special competition for the smaller clubs in East London, to be called the East London Chess League Competition. Ten clubs have already joined the League; the subscription is 5/- per annum. It is intended to provide two prizes for the winning clubs, and Mrs. Bonnefin offers a prize value 10/6 for the highest individual score in the matches. The rooms of the East London Club will be placed at the convenience of competing clubs whose rooms do not afford sufficient accommodation for match contests. It is hoped that the competition will prove a sort of nursery to the East London Club, which is of course not competing. The idea of establishing the League occurred to Mr. Pepler of East Ham, and to his efforts, and those of Mrs. Bonnefin, the successful results indicated are due.

LONDON CHESS LEAGUE.—The meeting of London chess secretaries is invariably the harbinger of the approaching season. The meeting this year was held at the City Club, on 19th September, and was largely attended, there being, in addition to the London club representatives, some from Redhill, Rochester, Hastings, and other places. The principle business was that of completing arrangements for the League Competition. As is usual the competition is to be played in four divisions, though one of these was not filled. The following are the entries:—

'A' Division (twenty boards): Athenæum. Battersea, Bohemians, Brixton, East London, Hampstead, Insurance, Lee, Lud-Eagle, Metropolitan, North London, West London.

'B' Division (ten boards), no entries.

'C' Division (eight boards), Barnsbury, Clapham, College of Science, Kennington, Maida Vale, Polytechnic, Progressive, Toynbee, West Norwood and Herne Hill, and Willis Street.

'Early' Division (ten boards): Ibis, Ladies, London School Board, London County Council, Local Government Board, North Kensington, Victoria, and Wood Green. Play in the various divisions will commence early in October.

Under rule 12 the Clapham Club (last year's winner of the 'C' Division) will be penalized one point.

Many matches were arranged outside the League fixtures, and the season promises to be a very busy one.

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Devonshire and Cornwall.—The members of the Plymouth Club held their thirteenth annual meeting on September 20th. There was a good attendance, and the hon. secretary, Mr. Arthur S. Stoneman, presented a report which disclosed a satisfactory state of affairs. A Silver Cup, given by Mr. Carslake Winter Wood for annual competition, was gratefully accepted, and Mr. Stoneman offered a prize of 21/- for the largest aggregate score of games played at the club during the coming season—the chief condition being that each game must be correctly recorded for reference. The election of officers resulted as follows:—president, Mr. Thomas Winter Wood; hon. secretary, Mr. Arthur S. Stoneman; hon. treasurer, Mr. E. B. Clark. The club rooms are to continue at Matthews' Restaurant, and will be open on Mondays and Fridays from 7-30 to 11 p.m.

Efforts are to be made to establish a chess club at Teignmouth, and Mr. Arthur Baker, Eastcliff, Teignmouth, will be glad to hear from any lady or gentleman in the district interested in chess, and who would like to co-operate with him.

It is intended to hold an open tournament for the players of Devonshire and Cornwall early during next year, and the acting committee met at Torquay on September 18th, when the following preliminaries were arranged:—(1) That the tourney be limited to one event. (2) That it takes place in some public room in Plymouth. (3) That it lasts from Monday, January 6th, to Saturday, January 11th, inclusive. (4) Play to begin Monday, 6th, at 6-30 p.m., and last to 10-30. (5) That on the following days play be from 10 to 2, and from 6-30 to 10-30. (6) If not more than twelve enter from North Devon, South Devon, and Cornwall together, the tourneys shall take place in one section. (7) If more than twelve enter, however, the entries shall be divided into sections of ten players each. (8) Entrance fee to be half a guinea. (9) Prizes to be given (10) If more than one section compete, the two top players of each section will be drawn together for a final competition. (11) It is hoped to augment the sum to be devoted to prizes by donations and entrance money to view the play. (12) The tourney to be all against all, one game between each pair of competitors to decide.

A very important meeting of Devonshire players was held at Exeter, on September 24th, to consider the desirability of forming a County Chess Association for Devonshire. The Mayor of Exeter (Mr. A. E. Dunn) presided, and amongst those present were: Rev. H. Bremridge (Winkleigh), Mrs. Rhoda A. Bowles (London), Mrs. L. Knapp (Exeter), Mr. C. J. Lambert (Exeter), Mr. C. T. Blanshard (Totnes), Mr. A. S. Stoneman (hon. secretary Plymouth Chess Club), Mr. H. L. Bowles (vice-president Metropolitan Chess Club, London).

The Rev. H. Bremridge stated that he had taken the initiative at the request of the secretary of the Southern Counties Union. Without a County Association the county was not properly represented in the chess world, but with one it was through its officials placed in close touch with kindred associations throughout the country. Information could be disseminated and matters of importance arranged, competitions with affiliated clubs organised, and tournaments conducted, and a great incentive given to players in the county to improve their chess so as to be fit to play for their county. The Southern Counties Union would heartily welcome the

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Devon County Association, and be pleased to assist in its development. Letters expressing approval of the project and promising assistance had been received from—The High Sheriff (Mr. F. Hamlyn, of Clovelly), Sir William Walrond, M.P., Mr. Geo. Lambert, M.P., the Mayor of Torrington (Major Mallet), Rev. H. D. Nicholson (vice president Plymouth Chess Club), Mr. Carslake Winter Wood (Paignton), Mr. H. D. O. Bernard (Honiton), Mr. Banks (secretary Hatherleigh Chess Club), Mr. Nichols (Exeter Chess Club).

The Mayor (Mr. Dunn) expressed the indebtedness of chess players to Mr. Bremridge for the action he had taken. A County Association would unite their clubs for the purposes of competition and inter-communication, and they would be brought into closer contact with various competitions, and be able to draw upon various sources of information that at present might be closed to them. Looking at the matter broadly, he saw considerable advantages that would accrue to Devon chess by the formation of a County Association. It seemed strange that they had not had an Association formed long ago. He hoped some practical result would come from the meeting

Mr. E. Palmer proposed that steps be immediately taken to form a County Asssociation. Mr. A. S. Stoneman seconded, and the proposal was carried unanimously.

On the proposal of Mr. Pengelly, seconded by Mr. Cutler, those present, together with those who wrote expressing sympathy with the object of the meeting, formed themselves into a provisional committee, with power to add to their number.

Rev. H. Bremridge produced a copy of the rules of the Kent Chess Association as a guide in drawing up the rules of the new Devon Association. With a few slight alterations, the rules of the Kent Association were adopted *en bloc*, the subscriptions being fixed: vice-presidents, 10s. 6d.; affiliated clubs, 5s.; unattached members, 2s. 6d.; and members of affiliated clubs, 1s. The Rev. Mr. Bremridge was elected hon. secretary until the annual meeting in May next, until which the provisional committee will continue to act. Thanks to the Mayor for presiding concluded the meeting.

HASTINGS CHESS CLUB TOUR.

(BY ONE OF THE PLAYERS.)

ON the first of August, under the auspices of the Hastings and St. Leonards Chess Club, we, a party of about thirty eight ladies and gentlemen, of differing social positions and varying occupations, busy professional men, men beyond the prime of life now taking things leisurely, active young business men, earnest workers, youthful and aged, are assembled on the platform of the G.W.R. Paddington Station, bent on taking a holiday together; the one bond of fellowship a common sympathy for and delight in that "king of games," chess. Not that chess is the main purpose or issue, no! but the abandon of a holiday, the social pleasure of good company, the delight in beautiful scenery of God's fair earth, the interest in new cities and the active occupations of their inhabitants; indeed, the change and variety of a holiday form the first

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motive of the tour, but a most pleasant though secondary purpose is the meeting in friendly rivalry the members of other chess clubs whose powers and chess force stand in good repute, and whose good offices to aid us to an enjoyable outing we know will be most freely given, for chess is an eminently sociable pastime.

Our hon. secretary (Mr. H. E. Dobell) mainly planned and arranged the present tour, and his thoughtful care supplied every member of the party with a variety of matter for his or her information and comfort, specially a handy booklet with simple and clear instructions for the whole tour—the names of the party, fourteen ladies and twenty-four gentlemen, the towns and hotels at which we shall stay, the times of the trains, the list of the players and their order in every chess match, scoring sheets for each game. and general and helpful instructions—these particulars were so complete, that the only further directions given during the tour, were "Have your luggage ready packed by a certain hour," and we were relieved of any further trouble or worry.

WILTS.

The first halt is at Swindon, where we are cordially welcomed and liberally entertained by the Wilts county executive, and play our first match with that county's players, who allowed us an easy victory by 12 to 5; after hearty good wishes for an enjoyable tour from our opponents, we sped on our way to Bath.

GAME No. 2,080.

Played at Swindon, August 1st, 1901.

Centre Counter Opening.

NOTES BY R. TEICHMANN.

	WHITE. Rev. T. C. CHATTO.	BLACK. Capt. BURNSIDE.
1	P—K 4	1 P—Q 4
2	P × P	2 Q × P
3	Kt—Q B 3	3 Q—Q sq
4	Kt—K B 3	4 Kt—K B 3
5	P—Q 4	5 P—K 3

..... Instead of this move, which shuts the Queen's Bishop in, Black should have played B—K Kt 5.

6	B—Q 3	6 Kt—Q B 3

.....Against the principles of the theory of close openings. The Knight should be developed over Q 2, so as to leave the Queen's Bishop's Pawn free to advance.

7	P—Q R 3	7 B—K 2
8	Kt—K 2	8 P—Q Kt 3
9	B—K 3	

B—Q Kt 5 would have compelled Black to play his Bishop to Q 2.

		9 B—Kt 2
10	Kt—Kt 3	10 B—Q 3
11	Q—K 2	11 Castles
12	P—Q B 3	12 Kt—K 2
13	B—K Kt 5	13 Kt(B 3)—Q 4
14	Kt—R 5	14 P—K B 4

.....An extraordinary conception; or, perhaps, an oversight. In any case White should have won in consequence.

15	Q × P ch	

Perhaps P—Q B 4 first would have been safer.

		15 K—R sq
16	Kt—K 5	16 B × Kt
17	Q × B	17 R—B 2
18	B × P	

With this capture and the following move with the Bishop, White not only loses his attack but soon finds himself in a losing position. Simply Castles or P—Q B 4 should have left him with a winning game.

		18 Q—B sq
19	B—K 6	19 Kt—Kt 3
20	Q—K 2	20 Q R—K sq
21	Castles	21 B—B sq

And White shortly resigns.

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BATH.

This beautiful city, embowered in hills and surrounded with charming scenery, had many attractions for us which we much enjoyed; the Guildhall, the old Roman and modern baths, the Abbey, the Parks, and a delightful drive through the neighbourhood, and then the spice of excitement of a chess match with the Bath Club, which we won by 9 to 7, and the cordial manner in which we were afterwards entertained made a full day of pleasure. The following morning we enjoyed the waters of the famous baths both externally and internally, and started early for our next stage,

GAME No. 2,081.

Played at Bath, August 2nd, 1901.

King Bishop's Opening.

NOTES BY R. TEICHMANN.

	WHITE. Mr. H. E. DOBELL.	BLACK. Mr. S. VAN GELDER.
1	P—K 4	1 P—K 4
2	B—B 4	2 Kt—K B 3
3	P—Q 3	3 B—B 4
4	Kt—Q B 3	4 P—Q 3
5	P—K B 4	5 P × P
6	B × P	6 B × Kt
7	R × B	7 B—K 3
8	B—Q Kt 3	8 Q Kt—Q 2
9	B—Kt 5	9 P—K R 3
10	B—K R 4	10 P—K Kt 4
11	B—Kt 3	11 Q—K 2
12	Q—B 3	12 Castles (Q)
13	P—K R 3	13 P—Kt 5

.....The game is about even, though White has prospects of attack on the open King's Bishop's file. The last move of Black, however, loses the game almost at once, as it allows White to pin the Knight by B—R 4, which must result in the loss of a piece.

14	Q—B 2	14 K—Kt sq
15	Kt—Kt 5	15 Kt—Kt 3

.....P—Kt 3 does not seem any better; White might continue with Kt—Q 4 or P—Q R 4, &c. Moreover the issue of the direct attack on the King is now irrelevant, as White can win the piece by B—R 4 whenever he choses.

16	B—K R 4	16 Kt(Kt3)—Q2
17	Q × P ch	17 K—B sq
18	Q—R 8 ch	18 Kt—Kt sq
19	R—K B sq	19 P × P
20	B × Kt	20 Q—K sq
21	Kt—R 7 ch	21 K—Q 2
22	B—R 4 ch	22 Kt—B 3
23	Q × P	23 B—Q 4
24	B × Kt ch	24 Resigns.

GAME No. 2,082.

Played at Bath, August 2nd, 1901.

Irregular Opening.

NOTES BY R. TEICHMANN.

	WHITE. Mr. J. CHANDLER.	BLACK. Mr. G. B. CAPLE.
1	P—K B 4	1 P—Q 4

.....The *From's Gambit* (P—K 4), in answer to the move P—K B 4 is to be preferred; P—K 4 is also the best reply to Black's P—K B 4 after White's first move P—Q 4.

2	P—K 3	2 Kt—Q B 3
3	Kt—K B 3	3 P—K Kt 3
4	B—K 2	4 B—Kt 2
5	P—Q B 3	

A weak move, which allows Black to open the game in the centre with advantage. P—Q 4 was apparently necessary to prevent Black's P—K 4.

		5 P—K 4
6	P × P	6 Kt × P
7	Castles	7 B—K 3

....The Bishop is not well placed here. Simply Kt—K 2, followed by Castles, was indicated.

8	Kt—Q 4	8 Kt—K B 3
9	Kt × B	9 P × Kt
10	P—Q 4	10 Kt—Q B 3
11	Kt—Q 2	11 Castles
12	Q—B 2	12 Q—Q 3

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13	P—K 4	
	With this advance White obtains now much the better game.	
		13 P—K 4
14	P × Q P	14 Kt × P (Q 4)
15	Kt—K 4	15 Q—K 3
	.....Black should now have exchanged Rooks first, so as to obtain possession of the King's Bishop's file with his Queen's Rook.	
16	P × P	16 Q × P
17	B—Q 2	17 Q R—K sq
18	B—Q 3	18 Kt—K B 5
19	B—B 4 ch	19 K—R sq
20	Q R—K sq	20 Kt—Q R 4
21	B—Kt 3	21 Kt × B
22	P × Kt	22 B—R 3
	.....This move, which was apparently played in view of the threatened Kt—Kt 3 winning a piece, is not good, as it leaves King and Queen on the same diagonal exposed to the attack of White's Bishop. Black should have removed his Knight from his threatened position, and the position seems then to be as nearly even as possible.	
23	B—K 3	23 Kt—R 6 ch
	.....A desperate measure, due apparently to an exaggerated amount of fear for his own safety. The Bishop could still have retired to Kt 2. After the sacrifice of the piece, Black has no chance of saving the game.	
24	P × Kt	24 B × B ch
25	R × B	25 R × R ch
26	K × R	26 Q—K B 5 ch
27	Q—K B 2	
	The simplest move; of course if R × Kt, R × R, and Black cannot capture the Rook on account of Q—B 8 mate.	
		27 Q—K B 4
28	R—B 3	28 Q—Q 2
29	R—B 8 ch	29 K—Kt 2
30	R × R	
	A simpler way of finishing the game was 30 Q—B 6 ch, K—R 3; 31 Q—R 4 ch, K—Kt 2; 32 R × R, Q × R; 33 Q × P ch, K × Q; 34 Kt—B 6 ch, &c.	
		30 Q × R
31	Q—B 6 ch	31 K—Kt sq
32	Kt—Kt 5	32 P—Q B 3
33	Q—K 6 ch	33 Q × Q
34	Kt × Q	

And Black shortly resigned.

BRISTOL AND CLIFTON.

We perambulated the streets of this busy commercial city, visited the Council Chamber and Municipal Offices, were delighted with the beautiful church of St. Mary of Redcliffe, and after lunch, enjoyed a drive over the Clifton Suspension Bridge and neighbourhood, and were gratified by the pleasant reception accorded us in the evening by the members of the chess club, with whom we had a capital match and secured a well earned victory by 10 to 8 Sunday was a complete day of rest, most of the party joining in worship with their respective denominations and a quiet walk in the neighbourhood.

CHELTENHAM.

Monday we are off betimes, *via* the Severn Tunnel, to Chepstow, and then drive to Tintern Abbey, *en route* ascending the Wyndcliffe, from which we have a charming view of the river Wye in its course to the Severn; the Abbey is a very beautiful ruin of great interest. The drive back to Chespstow was most exhilarating. From thence we proceed by train to Cheltenham, where the strongest team of players of the district await us, at the Imperial Rooms, on the Promenade. We have some misgivings on seeing the list of opponents as to the result of the match, but our players are in good form and finally win by 12½ to 5½, a result beyond our expectations. The Tuesday morning saw us engaged with the photographer, and then, after a passing glance at Gloucester, we in due time arrive at

CARDIFF.

A swift tour of some of the principal streets, and we adjourn to the excellent rooms of the Y.M.C.A., where a team from various districts of

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South Wales give us hearty welcome and engage us in a match, which there was not sufficient time to complete, but adjudications gave Hastings 11, South Wales 7. With mutual good wishes, we depart for the long run of 115 miles to New Milford, where we arrive about midnight, and make a capital passage by the "Innisfallen" to

CORK.

The harbour is very fine, and steaming slowly up from Queenstown, a splendid view was obtained of its picturesque scenery and shipping. On landing we found the secretary of the chess club awaiting us, with an invitation to lunch with the president, Mr. Kelly. After lunch we spent a delightful afternoon in wandering about, and in the evening met the members of the chess club at the Hotel Metropole; we were most enthusiastically received, and at the conclusion of the match, which we won by 13 to 4, entertained to supper, when mutual good wishes were expressed. Thursday morning we entrained for Bantry, and thence proceeded by coaches for a tour through grandly beautiful country to Glengariff, on the shore of an extreme inlet of the bay, and, after a night's rest, over mountainous and wild country to Kenmare, and so on through the passes of the Kerry Mountains, the final part in a perfect deluge of rain, which partially obscures the grandeur of the descent of the mountain's side, to

KILLARNEY.

Here we reach the welcome shelter of our hotels, after a most exhilarating drive, and are busied for the evening in drying clothing and relating our happy experiences during the fifty miles journey by coaches. Saturday we had a delightful panoramic view of the scenery of Killarney, by a leisurely journey through the Gap of Dunloe, and then a row down the lakes: the wild beauty of the pass, the dark gloom of the Black Valley, the delicate contrasts of light and shade on the sides of the mist topped mountains, the pastoral charm of the lower valleys, the sublime grandeur of the mountains around the lakes, and the pellucid depths of the waters, altogether filled us with an exquisite enjoyment of nature's loveliness. The morrow brought a continuous downpour of rain, and perforce it was a day of rest, although a few of us managed to get to early morning service. Monday opened bright and clear, and enabled us to inspect the town and see more of the ever-varying scenery of the district until noon, and then, with a lingering farewell to beautiful Killarney, we entrain for a journey of 186 miles across Ireland—the party taking dinner *en passant*—to

DUBLIN.

This important city, the capital of Ireland, has many and diverse features of interest. On the Tuesday, as a combined party, we were shown over the extensive breweries of Guinness, and then the State apartments of the Castle, and a visit to Phœnix Park made a fairly full day; the evening being devoted to a match with the Dublin Chess Club, at their rooms, Leinster Hall, where a strong team of players had assembled to do battle; they met us most cordially, but evidently had determined, if possible, to lower our colours. At first the play seemed rather to favour our opponents, it was a stiff match, but gradually we gained ground, until after five hours' play victory remained with us by $9\frac{1}{2}$ to $7\frac{1}{2}$.

Wednesday the whole party dispersed in their several ways to inspect and view the city and neighbourhood; Sackville Street and Grafton Street

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are particularly fine; notable buildings are the Bank of Ireland, Four Courts, the Cathedral, the Museum, and Trinity College, and St. Stephen's Green Park is simply lovely. In the evening we assembled at the D.B.C. (Dublin Bread Company) Restaurant, in Lower Sackville Street, to play the last match of the tour. The St. Stephen's Green Chess Circle arranged the details of this match, and had gathered a strong team, including five of our opponents of the previous evening. The match started at seven o'clock, few games were completed at 10-30, and some lasted until 12-0, when again we were victors by 10 to 7. Mr. Porterfield Rynd—Irish champion—gave expression to the gratification of the Irish chess players at our visit, and congratulated the team that they had played eight consecutive matches without a single loss—a feat that any club might well be proud of.

And so our tour was brought to a conclusion,—for starting early next morning we had a delightful passage to Holyhead, and when at Chester a cursory view of the Cathedral, the "Rows" and walls of that city, and then a long race for home, where we arrived late at night after an absence of fifteen days.

During our tour we travelled by rail, steamer, coach, cars, and ponies over 1,400 miles; we engaged with success in eight matches against strong combinations of chess players, and were glad to make the acquaintance of many of high repute. Our team, selected from members who were able to take holiday together, was divided into groups of four, the members of each section rotating. The individual scores of the players are as follows:—

PLAYERS.	Wilts.	Bath.	Bristol.	Cheltenham.	S. Wales.	Cork.	Dublin.	D.B.C.	Total.
Mr. F. W. Womersley	½	0	1	½	½	0	1	1	4½
Mr. H. E. Dobell	½	1	0	½	1	1	0	0	4
Mr. H. F. Cheshire	½	0	½	½	½				2
Mr. W. H. Regan	½	1	1	½	1	1	1	½	6½
Capt. Burnside	1	1	½	1	½	1	0	½	5½
Mr. C. G. Skyrme	½	½	½	1	1				3½
Mr. A. C. Jenour						1	0	0	1
Mr. J. Chandler	1	1	0	½	1	1	1	1	6½
Mr. I. E. Mannington	½	½	1	1	½	1	½	0	5
Mr. A. Baker	½	0	1	½	½	1	½	½	4½
Mr. F. J. Mann...	1	½	0	½	½	0	½	1	4
Mr. E. Abney Walker	1	½	1	1	1	1	1	1	7½
Mr. A. G. Ginner			½	1	1	1	1	½	5
Mr. M. C. Barton	1	1	½	0	½	0	1	1	5
Mr. H. Luntley	0	0	0	1	0	1	0	½	2½
Capt. Gardiner	½	1	1	1	1	1	½	0	6
Mr. F. C. L. Wratten	1		1	1	0	1	1	½	5½
Mrs. Stevens	1	1	½	1	½	0	0	1	5
Miss Watson	1	0	0	0	0	1	½	1	3½
Won	12	9	10	12½	11	13	9½	10	87
Lost	5	7	8	5½	7	4	7½	7	51

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GAME DEPARTMENT.

The appended game, in which Black gives the odds of Queen, is interesting because of the youth of the winner, Master George William Woolf, who has only just reached his eighth birthday. He was born at South Hackney, London, on October 22nd, 1893. Master George only learnt the moves of the game in January last, during a visit to his grandfather, Mr. Geo. J. Grimwade of South Hackney, who, with justifiable pride, writes us as follows respecting his grandson:—"On his return home he surprised and amused his parent's friends by his chess powers at so early an age. He is the second son of Mr. W. G. Woolf, secretary to Messrs. R. D. and J. B. Fraser, Limited, of Ipswich, but his delicate constitution will probably result in his wintering with me, in which case I will get him some instruction from my eminent friends, B. G. Laws and W. S. Fazan. He is a vivacious and studious boy, and is to be credited with this witticism; that when I once asked him whether he would ride on a tram or a bus he selected the bus, saying, 'A tram is always in *check*, but a bus can *move* where it likes.' The game is a fair specimen of his powers of combination."

Master GEORGE WILLIAM WOOLF.

Photo by Tibbenham, 43, Carr Street, Ipswich.

Mr. Grimwade informs us that his method of familiarizing the boy with the names and moves of the pieces was to read to him games published in the *B.C.M.*, letting him play the winning side. This course was also adopted with simple end-games. Two-move problems were also studied, Mr. Grimwade making first move, and then leaving Master George to find the mating move in each variation.

GAME No 2,083.

Remove Black Queen. — *Four Knights' Game.*

WHITE.	BLACK.		
GEO. WM. WOOLF, *Aged 7.*	X.Y. *(Remove Queen.)*		
1 P—K 4	1 P—K 4		
2 Kt—K B 3	2 Kt—Q B 3		
3 Kt—B 3	3 Kt—B 3		
4 B—B 4	4 B—B 4		
5 Castles	5 Kt—Q R 4		
6 B—K 2	6 P—Q Kt 3		
7 P—Q 4	7 P × P		
8 Kt × P	8 Castles		
		9 Q—Q 3	9 P—K Kt 3 ?
		10 P—Q Kt 3 ?	10 R—K sq
		11 R—K sq	11 P—Q 3
		12 Kt(Q4)—Kt5!	12 R—K 2
		13 Kt—Q 5	13 Kt × Kt
		14 Q × Kt	14 R—Kt sq ?
		15 Kt × R P	15 B—Kt 2
		16 Q—Kt 5 !	16 P—Q 4
		17 P—Kt 3 ?	17 P—Q B 3
		18 B—K B 4	18 R—Q sq
		19 Q R—Q sq !	19 B—R sq

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20 Kt × P	20 Kt × Kt	23 B—B 4	23 R—K B sq
21 R × P	21 R × R	24 B—K R 6	24 Kt—K 2
22 Q × R	22 R—K sq	25 Q—K 5	25 Resigns.

GAME No. 2,084.

The following beautifully defended game was played in Midland Division of the 20th Century Tournament of the Pillsbury National Association, U.S.A. We extract the moves from the *Brooklyn Daily Eagle*.

Evans Gambit.

NOTES BY F. P. WILDMAN.

WHITE. Mr. C. C. HUNT, *Montezuma, Ia.*	BLACK. Mr. VOSS, *Kansas.*
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—B 4	3 B—B 4
4 P—Q Kt 4	4 B × P
5 P—B 3	5 B—R 4
6 P—Q 4	6 P × P
7 Castles	7 P—Q 3

..... P × P, what has been named by some stylist the "compromised defence," has for many years been in favour. The text move though probably sound enough, gives White a hot attack, and the slightest error in the defence means ruin.

8 Q—Kt 3	8 Q—B 3
9 P—K 5	9 P × K P
10 R—K sq	10 B—Q 2
11 B—K Kt 5	11 Q—B 4
12 Q × P	12 K—B sq

.....Not R—Kt sq, as White could gain an advantage by 13 R × P ch, Q × R; 14 B × P ch, K—B sq; 15 Q × R ch, Kt × Q; 16 Kt × Q, &c.

13 B—Q 5	13 K Kt—K 2
14 B × K Kt	14 Kt × B
15 R × P	15 Q—B 3
16 Q Kt—Q 2	

As often is the case in the Evans and other gambits, White can here regain his Pawn by B × P ch, but the tooth of attack would thereby be extracted; Q Kt—Q 2 is the move of a bold fighter.

16 K—Q sq

....Castling would lose a piece by Kt—K 4.

17 Q R—K sq

See Diagram.

17 Kt—B 4

.....Fine judgment is shewn here in playing this move as against the more specious one of Kt—Kt 3, which might have been followed by 18 Kt—K 4, Q—Q Kt 3; 19 Q Kt—Kt 5, Kt × R; 20 Kt × Kt, and Black would be in sore straits.

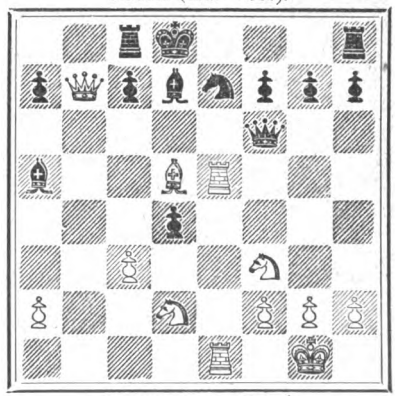
18 Kt—K 4	18 Q—Q Kt 3
19 K Kt—Kt 5	19 Kt—R 3
20 Kt—B 5	

The attack has now exhausted its strength, and Black's skilful defence of a difficult position begins to receive its reward; here perhaps Q × Q was the better move.

	20 R—Q Kt sq
21 Q × Q	21 R × Q
22 Kt × B	22 K × Kt
23 B × P	23 B × P
24 R—Q sq	24 Kt × B
25 Kt × Kt	25 R—K sq
26 R × R	26 K × R
27 Kt—Kt 5	27 P—K R 3
28 Kt—B 3	28 P—Q B 4
29 Resigns.	

Position after White's 17th move:—
Q R—K sq.

BLACK (MR. VOSS).



WHITE (MR. HUNT).

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We have much pleasure in publishing the appended game which was played during the early part of August last, in a match between Captain O'Farrell and Mr. W. A. Gwyer for the Championship of Washington and District of Columbia, U.S.A. The *partie* was the final game of the contest, which resulted in favour of O'Farrell by 7 to 3, with 2 draws. Many of our Irish readers will be interested to learn that Captain O'Farrell was formerly a member of the Belfast Club and holder of that Club's Championship Medal as far back as 1862, in which year he left Ireland for America to join the Union Army, in which he enlisted as a private, served throughout the war, and retired with the rank of Captain. After leaving the Army he settled in Hartford, Connecticut, resumed the practice of chess, and proved his ability as a player by winning the State Championship. He now for the third time again emerges a champion, in the 68th year of his age. He is an old friend and subscriber to this journal, and we trust that he will long be spared to enjoy many a chess fight before reaching the final life-game, which all must play and resign.

Capt. O'FARRELL.

GAME No. 2,085.

Kieseritzky Gambit.

WHITE. Capt. O'FARRELL.	BLACK. Mr. W. A. GWYER.
1 P—K 4	1 P—K 4
2 P—K B 4	2 P × P
3 Kt—K B 3	3 P—K Kt 4
4 P—K R 4	4 P—Kt 5
5 Kt—K 5	5 P—K R 4
6 B—Q B 4	6 Kt—K R 3

....We prefer the following variation at this stage :—6..., R—R 2; 7 P—Q 4, P—Q 3; 8 Kt × B P, R × Kt; 9 B × R ch, K × B; 10 B × P, B—R 3; 11 Castles, K—Kt 2; 12 P—K Kt 3, B × B; 13 R × B, B—K 3 !

7 P—Q 4	7 P—Q 3

.....*Chess Openings* says here: If 7..., B—K 2; 8 Q B × P, B × P ch; 9 P—K Kt 3, B—Kt 4; 10 R × P, B × B; 11 P × B, P—Q 3; 12 Kt × Kt P, B × Kt; 13 Q × B, Kt × Q; 14 R × R ch, K—Q 2; 15 R × Q ch, K × R; 16 Kt—Q 2 !

8 Kt—Q 3	8 Q—K 2
9 Q—K 2	

In the ninth game of this match White played here Kt—Q B 3. The move in the test is much stronger, and gives White the better game.

	9 B—K Kt 2
10 P—Q B 3	10 B—B 3
11 Q B × P	11 B × K R P ch
12 P—K Kt 3	12 B—Kt 4
13 R × P	13 B × B
14 Kt × B	14 P—Q B 3
15 Kt—Q 2	15 P—Kt 4
16 B × Kt P	

See Diagram, p. 417.

White gives up his Bishop, but wins the game.

	16 P × B
17 Kt—Q 5	17 Q—Kt 2
18 Q—K 3	18 B—K 3
19 Kt—B 6 ch	19 K—K 2
20 R × Kt	20 Kt—Q 2
21 Kt—Q 5 ch	21 B × Kt
22 P × B dis. ch	22 Kt—K 4
23 P × Kt	23 R × R

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24	Q × R	24 Q × P
25	Q × P ch	25 Q × Q
26	P × Q	26 K × P
27	Castles	27 P—B 4
28	Kt–B 3 dis. ch	28 K—K 2
29	Kt—Q 4	29 K—B 3
30	R—B sq	30 R—K R sq
31	R × B P ch	

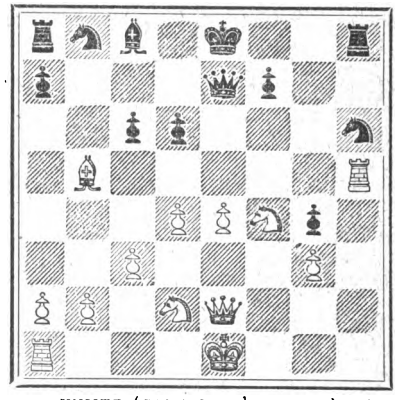
After this there is no hope, and Black might resign at once.

		31 K—Kt 3
32	R—B 4	32 R—R 8 ch
33	K—B 2	33 K—R 4
34	R—B 5 ch	34 K—Kt 3
35	R × Kt P	35 R—K Kt 8
36	Kt—K 2	36 R—Kt 7
37	K—Q 3	37 K—B 3
38	P—B 4	38 R—B 7
39	R—Q 5	39 R—B 6 ch
40	K—K 4	40 Resigns.

Position after White's 16th move:—

B × Kt P.

BLACK (MR. W. A. GWYER).



WHITE (CAPTAIN O'FARRELL).

GAME No. 2,086.

Game played in match Thornton Heath *v.* Surrey County, Board 3, March 2nd, 1901.

French Defence.

NOTES BY JAS. MASON.

WHITE. Mr. H. WARD, *Thornton Heath.*	BLACK. Mr. H. W. JOHNSON; *Surrey County.*
1 P—K 4	1 P—K 3
2 Q—K 2	2 P—Q Kt 3
3 P—Q 4	3 P—Q B 4
4 Kt—K B 3	4 P—Q 4

.....The opening is of a poor pattern. Certainly Black busies himself too much with his Pawns, so that his later development is necessarily faulty.

5 P × Q P	5 Q × P
6 Kt—B 3	6 Q—Q 2
7 B—K 3	7 B—R 3

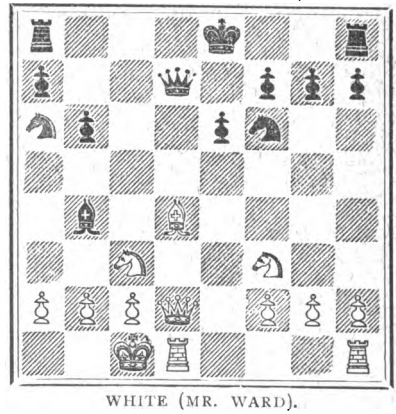
.....Convenient exchange of this Bishop makes things easy for White. Why not post it at Kt 2, and then devote some time to getting other pieces out, with a view to Castling?

8 Q—Q 2	8 P × P
9 B × P	9 Kt—K B 3
10 Castles	10 B—Kt 5
11 B × B !	11 Kt × B

Position after Black's 11th move:—

Kt × B.

BLACK (MR. JOHNSON).



WHITE (MR. WARD).

12 Q—K 2

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A double menace. In reply Black Queen should move to support the badly placed Knight, at the same time shunning danger of attack from adverse Rook. The check could not be helped. When it does come (at 15), it is all the worse.

	12 B × Kt	
13 B × B		

Or 13 B × Kt, making sure of the piece, and of course winning. Were Black to continue 13..., Q—Kt 2 (not 13 . , Q—R 5), the contest might be prolonged indefinitely.

	13 Q—R 5 ?	
14 R—Q 4	14 Q × R P	
15 Q—Kt 5 ch	15 K—B sq	
16 R—R 4	16 Q—Q 4	

.....It would be as well for Mr. Johnson to resign just here, but that in matches one is bound to forego no chances, to cease no effort while any hope remains. And, all in, it is a short enough game.

17 Q × Kt	17 Kt—Q 2	
18 R—Q 4	18 Q—B 3	
19 K R—Q sq	19 Kt—B 4	
20 B—Kt 4	20 P—B 3	
21 B × Kt ch	21 K—B 2 ?	
22 R—Q 7 ch	22 K—Kt 3	
23 Q—Q 3 ch	23 K—R 3	
24 B—K 3 ch	24 P—K Kt 4	
25 P—R 4 !	25 Resigns.	

GAME No. 2,087.

Played in the 'Kitchin' Correspondence Tournament of the Yorkshire Chess Association.

Queen's Gambit Declined.

NOTES BY F. P. WILDMAN.

WHITE. Mr. J. E. HALL, *Bradford.*	BLACK. Mr. W. ATKINSON, *Hull.*
1 P—Q 4	1 P—Q 4
2 P—Q B 4	2 P—K 3
3 Kt—Q B 3	3 Kt—K B 3
4 B—Kt 5	4 B—K 2
5 P—K 3	5 P—Q Kt 3

.....Castles is the more usual move; otherwise Q Kt—Q 2, with the view of retaking with Kt in case White should exchange.

6 B × Kt	6 B × B
7 P × P	7 P × P
8 B—K 2	

White is too ready to assume the attitude of defence; to Q 3 was certainly better.

	8 Castles
9 B—B 3	9 B—Kt 2
10 K Kt—K 2	10 P—B 3
11 Castles	11 Kt—Q 2
12 R—B sq	12 B—K 2
13 P—Q R 3	13 P—K B 4
14 Kt—B 4	14 R—B 2
15 B—K 2	

Kt—K 6 is useless, as it would be answered by Q—Kt sq; and the giving up of a Kt for two Pawns would also be unsound, as Black could easily avoid the threatened loss of the exchange afterwards.

	15 B—Q 3
16 Kt—Q 3	16 Q—K 2
17 P—K Kt 3	17 Kt—B 3
18 Kt—K sq	18 P—K Kt 4
19 Kt—Kt 2	19 R—Kt 2
20 P—K B 4	

White has laboriously constructed a pregnable defence, which he further weakens by thus giving his opponent the open file in front of his King.

	20 P × P
21 K P × P	21 K—R sq
22 R—Q B 2	22 Q R—K Kt sq

Position after Black's 22nd move :—
Q R—K Kt sq.

BLACK (MR. ATKINSON).

WHITE (MR. HALL).

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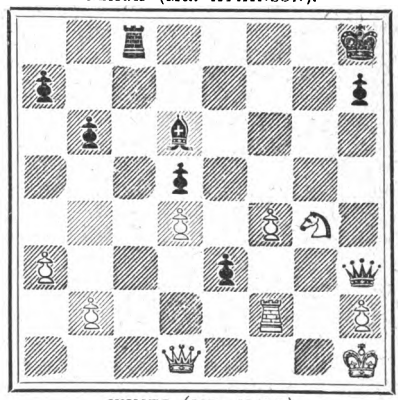
23	K—R sq	
	The pressing necessity of moving the obstructive Bishop on K 2 out of the way of his colleagues seems to point to 23 B—Q 3, though nothing is absolutely satisfactory for White just now.	
		23 Kt—K 5
24	Kt × Kt	24 B P × Kt
25	Kt—K 3	25 B—B sq
26	R × P	26 Q—Q 2
27	R—Q B 3	
	The capture of the Pawn was not very promising, and now R × Q B would afford little relief. White probably overlooked the strong reply of R × P.	
		27 R × Kt P
28	R—K B 2	28 Q—R 6
29	R × B	29 R × R
30	B—Kt 4	30 R × B
31	Kt × B	31 P—K 6

See Diagram

32	R—Kt 2	
	R—B sq would be met by R—B 7; and if 33 Q—B 3, Q × Q; 34 R × Q, P—K 7 winning. Black now gives protection to his advanced Pawn, and forces a win in spite of the stubborn defence.	
		32 B × B P
33	Q—K B sq	33 R—B sq
34	P—Kt 4	34 B—R 3
35	Q—K 2	35 B—Kt 4
36	K—Kt sq	36 Q—B 6
37	Q × Q	37 R × Q
38	R—K 2	38 P—K R 4
39	Kt—K 5	39 R—B 3
40	K—Kt 2	40 K—Kt 2
41	P—Q Kt 5	41 R—B 5
42	Kt—B 6	42 R—Kt 5 ch
43	K—B sq	43 K—B 3
44	P—K R 3	44 R—Kt 6
45	Kt × R P	45 K—B 4
46	P—Q R 4	46 K—K 5
47	Kt—B 6	47 B—B 5
48	P—R 5	48 P × P
49	R—K sq	
	R—Q Kt 2 would be unavailing, as Black would play R × P and R—R 7, and if then R—Kt sq, would win by the advance of the K P.	
		49 R × P
50	K—Kt sq	50 R—Kt 6 ch
51	K—B sq	51 K—B 6
52	Kt—Q 7	52 R—R 6
53	K—Kt sq	53 B—R 7 ch
54	K—B sq	54 R—Kt 6
		And wins.

Position after Black's 31st move :—
P—K 6.

BLACK (MR. ATKINSON).



WHITE (MR. HALL).

THE PROBLEM WORLD.

All communications respecting problems must be addressed to Mr. B. G. Laws, 21, Nelson Road, Stroud Green, London, N.

ALL-IN SOLUTION TOURNEY.—Score Table :—

	Old Score. (See September.)	1617	1618	1619	1620	1621	1622	1623	1624	Sept. Totals.
§"East Marden"	203 ...	4	2	2	2	3	3	3	...	222
‡‡A. C. White	101 ...	2	2	2	2	3	3	3	...	118
‡C. S. Earle	95 ...	2	2	2	2	3	3	3	...	112
‡Chas. Johnston	335 ...	4	2	2	2	3	3	3	...	354
‡W. H. Thompson	267 ...	2	2	2	2	3	3	3	..	284

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**"Gibson"	71	4	2	2	2	3	3	3	4	...	94
††"Beta"	366	4	2	2	2	3	3	3		...	385
††E. W. Brook	101	4	2	2	2	3	-2	3		...	115
††J. D. Tucker	73	2	2	2	2	3	3	3		...	90
††P. L. Osborn	70	4	2	2	2	3	3	3		...	89
†Capt. G. A. Forde	6	2	2	2	2	3	3	3		...	23
†J. J. O'Hanlon	379	4	2	2	2	3	3	3		...	398
†R. M. Peake	370	2	2	2	2	3	3	3		...	387
*T.D.	Cancelled	2	2	2	2	3	3	3		...	17
*S. H. H.	267	2	2	2	2	3	3	3		...	284
*I. Y. Fullerton	196	4	2	2	2	3	3	3	4	...	219
*F. Kent	385	2	2-2	2	2	3	3	3		...	400
*E. E. Westbury	171	2	2	2	2	3	3	3		...	188
*G. Woodcock	147	2	2	2	2	3	3	3		...	164
"D.C.T."	379	2	2	2	2	3	3	3		...	396
C.F.B.	35	2	2	2	2	3	3			...	49
A. Baker	298	4	2	2	2	3	3	3		...	317
H. S. Brandreth	204	2	2			3	3	3		..	217
G. H. C.	294	2	2	2	2	3	3	3		...	311
F. Bonner Feast	32	...									
J. W. Malcolm	175	...									
"Cigaro Nicotini	105	2	2	2	2		3	3		...	119
W. A. Collier	56	2	2-2	2	2	3	3	3		...	71
O.R.F.	18	2	2	2	2	3				...	29
D. C. Gregson	71	4	2	2	2	3	3	3		...	90
A. J. Head	222	4	2	2	2	3	3	3		...	241
W. Mears	13	4	2	2	2	3	3	3	4	...	36
"Selbats"	332	2	2	2	2	3	3			...	346
G. Whittle	106	2	2	2	2	3	3	3	4	...	127
"K.W."	291	4	2	2	2					...	301

* Previous winners. † Twice winners. †† Winners three times.
** Winners four times. ‡ Winners five times. ‡‡ Winner six times.
§ Winner seven times.

After all last month we did not bring J. W. Malcolm's 119 into count. We have not received his August solutions, but we show his full total above: 119 + 56 = 175. "Selbats" score was three too many last month, we bring forward above 332 in lieu of 335. We accidentally passed over D. C. Gregson's solutions to problems 1613, 4, and 5, which are correct; we therefore have to add 9 points to the 62 shown in the first column. We have to add 3 points to J. D. Tucker's old score (64) for solution of 1614, which was sent in a communication separate from his other solutions. P. L. Osborn has 13 to be added to his 57 for solutions of problems in July issue. Mr. W. H. Thompson points out that he sent in two solutions to 1608, and should therefore receive 3 further points. We increase his score accordingly—264 to 267. The holiday season must be held partially responsible for these lapses!

The running for top place is very close between three solvers, but Mr. F. Kent has secured the position with a clean 400.

B.C.M. SELF-MATE TOURNEY.—The following are the successful competitors of our tenth tourney. Mr. Mackenzie's achievement is as remarkable as it is well deserved. He is becoming a perfect terror to composers who seek honours in tourneys, very few prize lists are without his name.

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First prize (£2 2s. od.), A. F. Mackenzie, Jamaica.
Second prize (£1 11s. 6d.), A. F. Mackenzie, Jamaica.
Third prize (£1 1s. od.), A. F. Mackenzie, Jamaica.
Fourth prize (*Chess, its poetry and prose*), J. Keeble, Norwich.
Kindly presented by Mr. A. F. Mackenzie, the author.

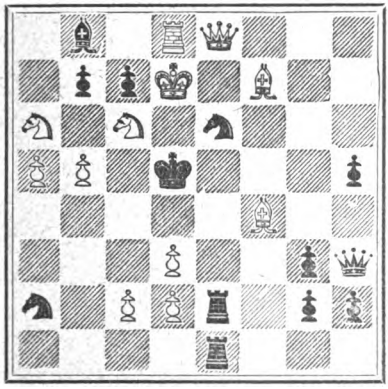
Specially commended:
No. 20. L. N. C. C. Lose, Thisted, Denmark.

Hon. mentioned:
No. 24. F. Dittrich, Moravia.
No. 18. Dr. Schumer, Vöslau, Austria.
No. 12. E. E. Westbury, Birmingham.
No. 31. G J. Slater, Bolton } *Ex æquo.*
No. 32. G. J. Slater, Bolton }

We have pleasure in re-printing the four problems, which, to those who have not enjoyed their beauties, will prove fascinating specimens of the sui-mate art.

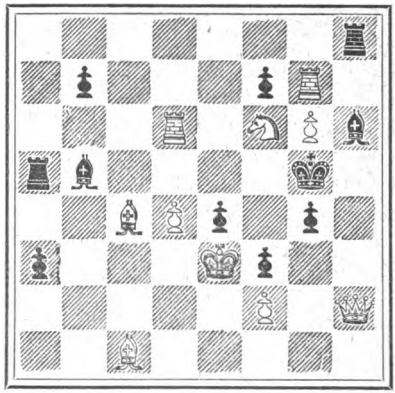
The names of the other competitors are: Nos. 12 and 3. Rev. J. Jesperson, Svendberg, Denmark; 5, J. F. Moon, London; 6, Thos. Speakman, Balmain, Sydney; 7, 8, and 23, A. Baker, Almondbury, Huddersfield; 9, 10, and 11, J. K. Macmeikan, Bradford-on-Avon; 13 and 14, E. E. Westbury, Birmingham; 15, 16, and 17, Ernest Bertrand, Paris; 19, Dr. Schumer, Vöslau, Austria; 21 and 22, Dr. E. Mazel, Lemberg; 25, Bohus Prikryl, Vyskova, Austria; 26 and 27, E. Fradignat, Saujon, France; 28, Dr. Hugo Rohr, Breslau; 29, Capt. Macaulay, Matjesfontein; 30, G. J. Slater, Bolton; 33, G. H. Clutsam, London; 34, Max Feigl, Vienna; 35, 36, and 37, Rev. Roger J. Wright, Worthing.

First Prize.
By A. F. MACKENZIE, Jamaica.
Motto: "The Wild Flower."
BLACK.



WHITE.
White compels Black to mate in three moves.

Second Prize.
By A. F. MACKENZIE.
Motto: "Into the jaws of death."
BLACK.



WHITE.
White compels Black to mate in three moves.

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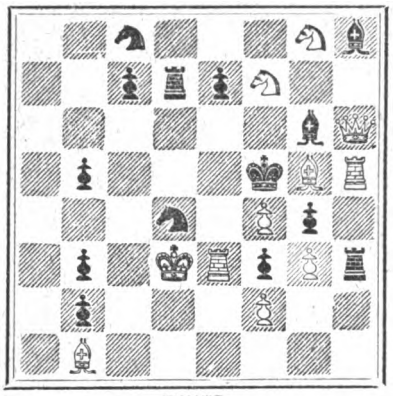
Third prize.
By A. F. MACKENZIE.
Motto: "Double entente."
BLACK.



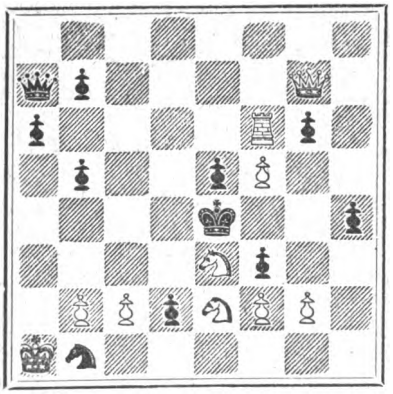
WHITE.
White compels Black to mate in three moves.

Fourth prize.
By J. KEEBLE, Norwich.
Motto: "The boy in kharki."
BLACK.

WHITE.
White compels Black to mate in three moves.

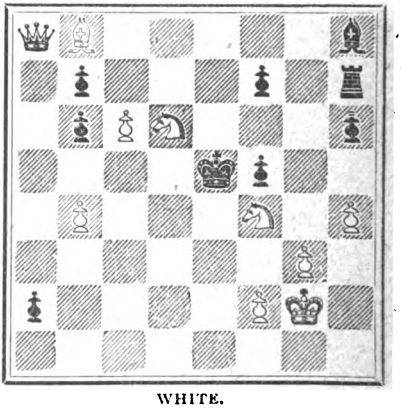
"BIRMINGHAM DAILY POST."—Mr. T. H. Billington has issued his award in this paper's three-move tourney. A. F. Mackenzie nets the first two prizes, a feat which is becoming now quite the thing with him. We give the prize problems, which are very interesting.

First prize.
By A. F. MACKENZIE. Jamaica.
BLACK.



WHITE.
Mate in three.

Second prize.
By A. F. MACKENZIE.
BLACK.



WHITE.
Mate in three.

Third prize, by R. H. Bridgwater.—White: K at K R 8, Q at K R 4, Rs at Q 2 and K B 3, Bs at Q 7 and K Kt sq, Kts at Q 4 and K B 7, Ps

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at Q B 2, K B 4, K Kt 5, and K R 7. Black: K at K 5, R at K B 7, Kts at Q Kt 7 and Q 4, Ps at Q B 2, Q 6, and K Kt 7.

Fourth prize, by W. Gleave.—White: K at Q R 7, Q at K R sq, R at Q B 4, B at K 4, Kts at Q Kt 7 and Q B 8, Ps at K B 3 and K Kt 6. Black: K at K 4, B at K R 4, Kt at K 8, Ps at Q Kt 6, K B 3, and K Kt 6.

"MANCHESTER WEEKLY TIMES" PROBLEM TOURNEY.—The conditions are: (1) The tourney will be open to composers in the British Empire and in other countries. (2) It will be divided into two sections—the first to comprise two-move direct mates, the second three-move direct mates. (3) Competing problems must be original positions hitherto unpublished. (4) As the problems will be printed under numbers, no sealed mottoes will be required; but they must be accompanied by solutions in full, and composer's name and address. (5) Problems may be sent any time up to 1st November, 1901. (6) There will be three prizes given for the first, second, and third best problems, viz., 20/-, 15/-, 10/- respectively for three-movers; and 15/-, 10/-, 5/- respectively for two-movers. (7) The names of the judges will be shortly published.

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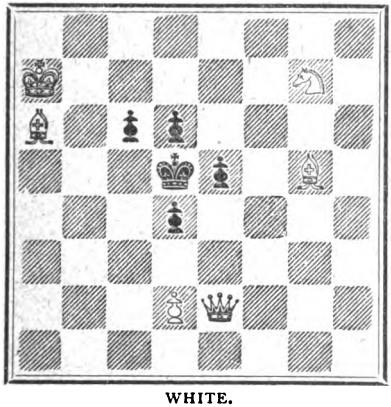

WHITE.

Mate in two.

FACTS AND TRIFLES.—The *Boston Post* synthetic problem has occasioned more concern than we thought. Several worthies have taken a hand, and have overlooked something. It may be interesting to some of our readers to see the version we had in mind which we believe is the position intended by the author. It is a pleasant little problem. It must not be forgotten that the stipulations exacted there should be no cooks and no duals. The annexed is the position intended.

N. Maximow, G. Whittle, and G. Woodcock sent in correct solutions to this exercise.

The conductors of the newest addition to chess journalism, *Uppnámi*, published in Iceland quarterly, are intent on advancing the study of problems. They have published a little volume of selected problems (103) by S. Loyd. It is beautifully printed, with an introduction which is beyond us. We presume it is but a volume of a series, as no solutions are given. The enterprise of the managers has shown itself in a novelty in the form of the picture post card. We have received a few of these containing on each six problems delicately typed. So far these are selections from an American author, Cheney. We understand Mr. W. Fiske is the chief moving spirit in the attempt to foster a love of chess in the Island, wherein chess has flourished for upwards of five centuries.

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We have had to wait until the *Diario Popular*, of Brazil, provided us with some interesting information in respect of the two-move novelty (by G. Heathcote) which we gave in our May impression. In an issue of this paper recently to hand the editor gives three examples, for which is claimed precedence. We do not know where these three positions were originally published, but we may point out that they do not carry out the thematic idea in its complete design as exemplified by Mr. Heathcote, inasmuch as before the key move is made White is threatened with a check by one of the pieces which participate in the double check which is actually given in the solution. In Mr. Heathcote's problem no check exists in the initial setting, and this material point still leaves our "Two-move novelty" so far unchallenged. We give the Brazilian 2-ers, as they have their interesting features:—

By A. Ferreira (S. Paulo) —1 b 1 Kt Kt 1 Q kt / 5 r 2 / r 7 / 3 k 1 kt 1 p / 3 P 1 B 1 p / 1 P 2 p K p P / 4 P 1 B 1 / 3 R 4 /. Mate in two.

By A. Silvestre (Rio).—r 1 B B 4 / r 2 q 4 / R 2 p 2 p 1 / 1 P P Kt P 2 p / R 2 K 2 k Kt / 4 P 2 b / 2 p b P 1 p P / 4 kt 3 /. Mate in two.

By A. Meschick and C. Braga (Rio).—8 / 8 / 3 p p p 2 / 1 B 3 p p Q 1 P K B kt 1 r 1 / 1 P 4 p 1 / R 2 P k 1 Kt b / 1 R 2 Kt b 2 /. Mate in two.

In reference to the remarks we made concerning Mr. Winter-Wood's prize problem in the *Football and Field*, as also "Much ado" in the *Leeds Mercury* current tourney, a suggestion has been made from one quarter that before taking upon ourselves the liberty of commenting upon these problems as we have done, we ought to have made enquiries in order to satisfy ourselves who were the composers of the respective problems, or that they were above suspicion by receiving explanations. We can only answer this criticism by saying that it would never occur to us to do any such thing. We have in no way attacked the composers, but merely dealt with their problems. The name of the author has no weight with us in in such a matter, and any explanation offered could not in the least alter the fact that the problems under consideration were not what we stated them to be. We may mention that several well-known composers (not confined to English correspondents) have thoroughly endorsed our views, and consider our remarks "true to the core."

It will be interesting news to the admirers of Mr. P. H. Williams' dainty problems to learn he has joined the ranks of the Benedick composers, and all will unite us in the hope that, 'without being personal,' he has now an ideal pure and economical mate, and will ever avoid the painful monotony of perpetual check. The following is a cutting from daily paper:

> WILLIAMS—CUMBERLAND.—On the 14th inst., at the Parish Church, Headley, Hants, by the Rev. W. H. Laverty, Rector, Philip Hamilton Williams, A.C.A., only son of Thornton Arthur Williams, of 36, Downshire Hill, Hampstead, to May, only daughter of Edward Boyce Cumberland, B.A., B.Sc., of Milbrook Lodge, Hampstead.

We had the news too late or we might have called upon our problem artist, Mr. Keeble, to supply us with an illustration or two commemorating the happy occasion, such as the wedding ring, cake, or a spray of orange blossom.

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The following two-mover has been sent to us. It was published a year or so ago in America. Compare it with F. A. L. Kuskop's second prize winner of the *Canterbury Times*—p. 340.

By M. Lissner (New York).—8 / 1 K 6 / 3 k 2 kt 1 / 2 Kt kt R 3 / 1 p 6 / 4 Kt 1 Q 1 / 8 / 8 /. Mate in two.

NETHERLANDS CHESS ASSOCIATION PROBLEM TOURNEY.—The result of this competition has been made public. The judges, W. H. B. Meiners and H. J. den Hertoz, decided as follows: first prize, Johann Bartsch (Klausenberg); second, Valentin Marin (Barcelona); third, E. Pradignat (Saujon); fourth, Konrad Erlin (Vienna); hon. men., V. Shiffer (Vienna) and E. Pradignat.

First prize, by Johann Bartsch.—1 K 6 / Q 1 Kt b B kt 2 / 2 p 3 p P / 1 P 2 k 3 / 1 P 2 B p 2 / 3 kt 1 p 2 / 4 R P 2 / r 6 q /. Mate in three.

"LEISURE HOUR."—The next positions have secured honours in this Tourney. We have already given some of the successful problems.

Second prize, by G. H. Clutsam.—2 K 4 Q / 4 b B 2 / kt 1 P 2 r 2 / 1 R Kt 1 Kt R 2 / b 2 k 1 B 2 / 1 p 3 P 2 / 1 P 3 p 2 / 3 kt 4 /. Mate in two.

First hon. men., by E. J. Winter-Wood.—kt 1 b b R 2 q / 1 B 3 Q p 1 / Kt kt 1 k 4 / 6 P 1 / 3 P 4 / 8 / K 6 P / 1 R 4 B 1 /. Mate in two.

Second hon. men., by Godfrey Heathcote.—K 1 Q 5 / 3 p 4 / 6 Kt 1 / 3 k 1 p 2 / 2 p 5 / 2 P 1 kt 1 Kt B / 2 P 1 R 3 / 8 /. Mate in two.

SOLUTIONS AND CRITICISMS.

By S. Loyd ("The Target"), p. 305.—White mates: 1 Q×Kt ch, &c. White sui-mates: 1 Q—Kt 3 ch, Q×Q; 2 Kt—Kt 6 ch, &c. Black mates: 1 Kt—K 2 ch, &c. Black sui-mates: 1 Kt—K 2 ch, K—K 4; 2 Kt—Kt 4 ch, &c. Solved by C. Johnston, G. Woodcock, A. C. White, G. Whittle.

By J. Keeble ("The Bullets"), p. 305.—No. 1, Kt—Kt 3, &c. No. 2, 1 R—Kt 7, &c. Solved by C. Johnston, G. Woodcock, H. S. Brandreth, A. C. White, T.D., G. Whittle.

By L. W. Mudge ("The Mallet"), p. 305.—1 R—Kt 8, R—K sq; 2 R×R ch, &c. If 1..., P—Q 3; 2 Q—R 3 ch, &c. If 1..., P—B 3; 2 Q—Q Kt 3 ch, &c. If 1..., P—Q 4; 2 Q—Kt 6 ch, &c. If 1..., P—B 4; 2 Q—R 6 ch, &c. Solved by C. Johnston, G. Woodcock, T.D

By M. Schoumoff ("The Hoop"), p. 305.—1 Q—K 5 ch, K—B 7; 2 Q—K 3 ch, &c. If 1..., K×P; 2 Q—B 4 ch, &c. If 1..., K—R 5; 2 P—Kt 6 dis. ch, &c. This problem is Schoumoff's letter 'U' turned upside down. Solved by C. Johnston, G. Woodcock, T.D.

"Record Breaker," p. 306.—1 B—Q 6, &c. This is an extraordinary problem in one respect, and as we have said before we consider it entitled to its motto. There are six perfectly pure and economical mates, and no duals. The author has, we believe, accomplished a feat which has never before been done. It is a pity the key is so weak. It is curious that four mates are threatened after the key-move is made. Solved by C.F.B., G. Woodcock, W. A. Collier, H. S. Brandreth, A. C. White, T.D., G. Whittle.

"Sweet Idleness," p. 306.—1 Kt—Q 5, &c. This problem is cooked by 1 B—Q 4, &c. Solved by C.F.B., G. Woodcock, H. S. Brandreth, A. C. White, T.D., G. Whittle, (both solutions).

By B.G.L. (p. 307).—1 Kt—B 5, &c. Solved by C.F.B., G. Woodcock, A. C. White, T.D., G. Whittle.

"Nil Desperandum," p. 307.—1 Q—R 3, &c. Solved by G. Woodcock, H. S. Brandreth, A. C. White, T.D., G. Whittle.

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By R. L'Hermit, p. 307.—1 Q—R 4, &c. Solved by G. Woodcock, A. C. White, G. Whittle.

By Dr. J. J. O'Keefe, p. 307.—1 R—K 4, &c. Solved by G. Woodcock, H. S. Brandreth, A. C. White, T.D.

By E. J. Winter-Wood, p. 308.—1 Q—Q 8, &c. A very pretty two-er, with a capital key move. We are not disposed to regard this as much superior to Mr. Pierce's problem, because the extra variation is not an improvement to the position, seeing that it entails the presence of an extra Bishop. The key move is perhaps a little nicer, but it is very slight. Solved by C.F.B., C. Johnston, G. Woodcock, J. D. Tucker, H. S. Brandreth, A. C. White, T.D., G. Whittle.

By G. J. Slater, p. 308—1 K—B 3, K—Q 4; 2 Q—B 4 dis. ch, &c. If 1..., K—B 5; 2 Q—K B sq ch, &c. If 1..., K—Q 6; 2 Q—Kt sq ch, &c. If 1..., P—B 5; 2 Q—Q sq ch, &c. A bright, original, and clever little three-mover. The three advanced White Pawns seem too far away to be of any use, and the play that brings them into service is amusing and refreshing. Solved by C. Johnston, G. Woodcock, J. D. Tucker, H. S. Brandreth, A. C. White.

By J. Pierce, p. 308.—1 Q—Q 7, &c. Solved by C.F.B., G. Woodcock, J. D. Tucker, A. C. White, T.D., G. Whittle.

By A. C. Vasquez, p. 308.—1 R—Q 3, &c. Solved by C.F.B., G. Woodcock, H. S. Brandreth, A. C. White, T.D., G. Whittle.

By A. C. Vasquez, p. 309.—1 B—Kt 6, P×P; 2 Kt—B 2, &c. If 1..., K—K 6; 2 R—B 2, &c. Solved by G. Woodcock; A. C. White, G. Whittle, and T.D. send 1 K—Kt 2, which seems a true bill.

By R. L. Hodgson (p. 309).—(This is a two-er and not a mate in three as given.) 1 R—B 6, &c. Solved by G. Woodcock, A. C. White, H. S. Brandreth, T.D., G. Whittle.

By R. L. Hodgson, p. 309.—1 Q—Q Kt 7, P×Kt; 2 Q×Kt P ch, &c. If 1..., any other; 2 Kt×B P ch, &c. Solved by G. Woodcock, A. C. White, G. Whittle.

No. 1613, by Dr. J. J. O'Keefe.—1 Kt—Q 5, K—K 5; 2 Q—Q 3 ch, &c. If 1..., Kt (R sq) moves; 2 Q—K Kt 6 ch, &c. If 1..., P—Q 3; 2 Q—Q 3 ch or Q×P, &c. If 1..., any other move; 2 Kt—K 3 ch, &c. A very fair composition, but not much variety. The dual is a blemish. It is not clear why the Black Pawn at R 5 is on the board. The mate after the sacrifice of the Queen is charming.

No. 1614, by A. C. White.—1 B—Q 4, P—Q 4; 2 R—Q 2, &c. If 1..., P—Q 3; 2 B×P, &c. If 1..., K—Q 4; 2 B—Kt 2 ch, &c. An interesting problem. It is a pity the White King could not have stood for some of the White Pawns. It is pretty evident by the presence of the Q R Pawns that the Black King is permitted to go westward.

No. 1615, by G. E. Carpenter.—The author's solution is 1 Kt—Q 4, K×Kt; 2 P—Q 3, &c. If 1..., K×P; 2 Kt—K 6, &c. If 1..., K—B 5; 2 Kt—K 6 ch, &c. The following keys equally answer: 1 Q—K 3 ch, and 1 Q—Q B 3.

No. 1616, by W. Finlayson.—1 B—R 7, P—Q 5; 2 Kt (K 6)—B 4, P—Q 4; 3 Kt—Kt 6, &c. A prettily disguised Indian. It has a little smack of resemblance to the problem by F. M. Teed, at page 175 of our April issue, given under "Anonymous."

ANSWERS TO CORRESPONDENTS.

W.A.C. and F.K.—In 1618, if 1 Q—Q 5 ch, B×Q ch.

"SCORPIO."—Your solutions shall be acknowledged next month, but you should send us your name.

G.H.C.—Thanks for acceptable problems. The Kt at K 8 in 1618 stops 1 Q—Q 8 ch.

T.D. (Liscard)—We are obliged for the information.

DADDY.—You had better write J. H. Graham, Prescott, Ontario, Canada. We do not know if it is on sale in England. We think not. The subscription is one dollar per annum.

E.W.B.—If in 1622, 1 B—R 6, K×R; 2 Q—K Kt 7, P moves.

G.W.M. (Mexborough).—It is hardly worth while taking further notice. Thanks however for calling our attention to the matter.

J.D.T.—Under the circumstance we allow the points.

Rev. R.B.—In 1617, if 1 R (K 8)×P, R—Kt sq ch; and in 1618, if 1 Q—B 8, B—Q 4 ch.

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PROBLEMS.

No. 1629.

By JOHN CRUM,
Glasgow.

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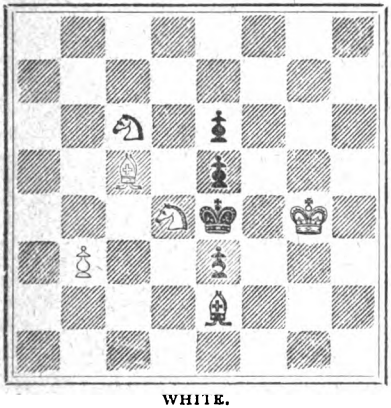

WHITE.

White mates in three moves.

No. 1630.

By G. H. CLUTSAM,
London.

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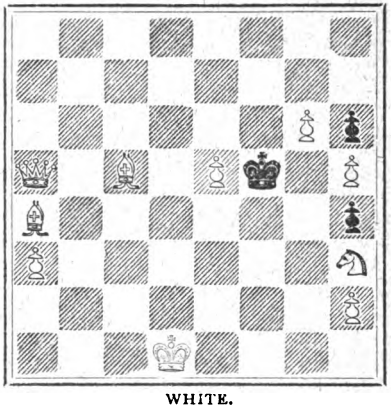

WHITE.

White mates in three moves.

No. 1631.

By W. A. SHINKMAN,
Grand Rapids.

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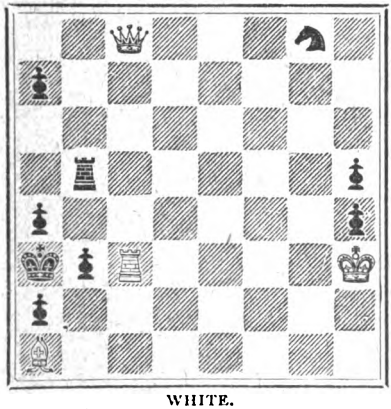


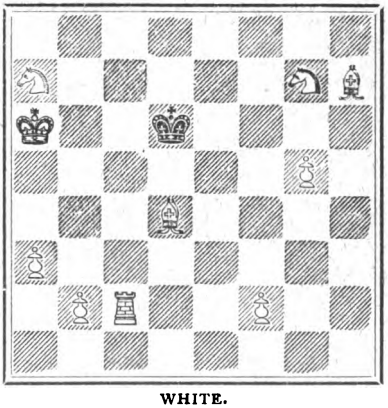
WHITE.

White mates in three moves.

No. 1632.

By W. A. COLLIER.

BLACK.



WHITE.

White mates in three moves.

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PROBLEMS.

No. 1633.
By A. C. WHITE,
New York.

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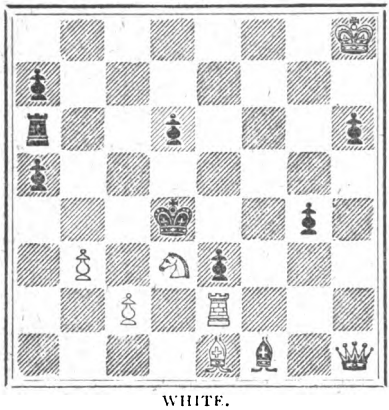
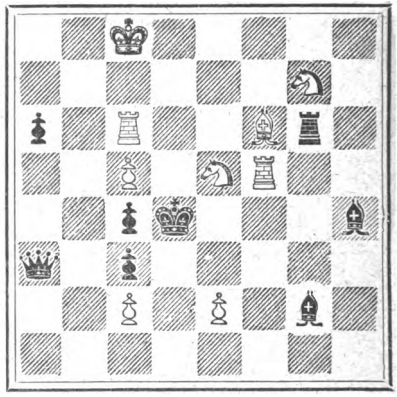


WHITE.

White mates in three moves.

No. 1634.
By W. FINLAYSON,
Edinburgh.

BLACK.



WHITE.

White mates in four moves.

No. 1635.
By A. C. MERCER.

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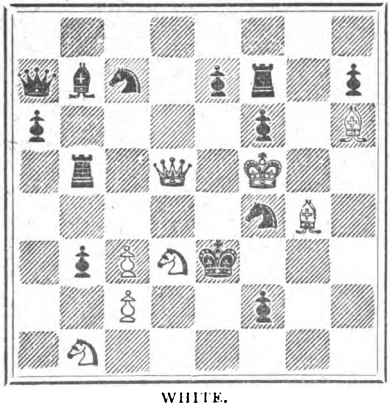
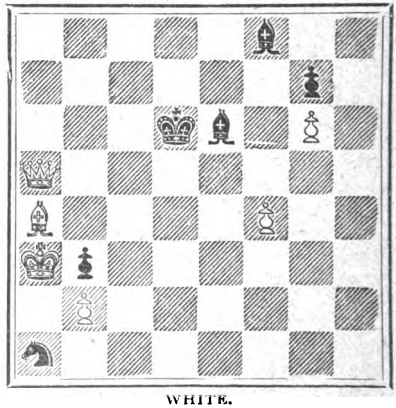


WHITE.

White compels Black to mate in two moves.

No. 1636.
By A. C. MERCER.

BLACK.



WHITE.

White compels Black to mate in two moves.

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"THE GODS AT CHESS."

Reproduced from engraving kindly supplied by Mr. W. S. Branch, Cheltenham.

[See page 445.

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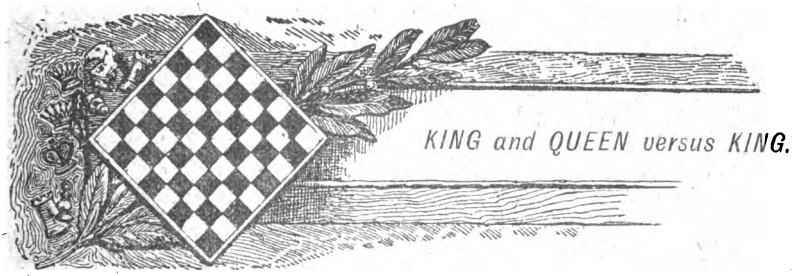
BRITISH CHESS MAGAZINE.

NOVEMBER, 1901.



(The single King is supposed to be the Black King throughout.)

"THIS is one of the simplest of all checkmates. It is only necessary to force the single King to the nearest side of the chess-board, and then bringing up your own King, you mate in a very few moves" (*Staunton*). True, O King, yet there are positions which even experts fail to solve in the shortest and most artistic manner. Nor has it been settled hitherto as to the maximum number of moves required for White to effect mate. For instance, only a few months ago the chess editor of the *Nuova Rivista* offered prizes for the best King and Queen *v.* King problems, the number of moves being left to the composer, but was *not to exceed ten*. Now here I would ask, is there any such problem extant or can one be composed in which with correct play mate cannot be given in less than ten moves?

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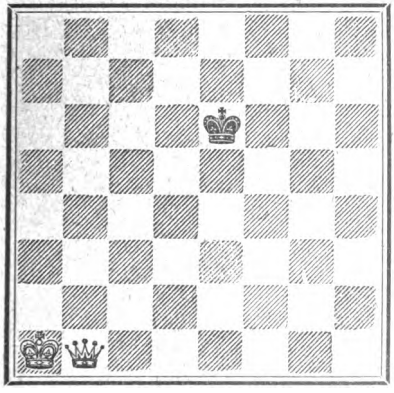

WHITE.

White mates in ten (?) moves.

The annexed position was given by Messrs. Durand & Preti as the most favourable for the single King: But with proper play White mates in *nine* moves, and that in three different ways at least, key-moves, 1 Q—Q Kt

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6 ch, 1 Q—K Kt 6 ch, and 1 K—Kt 2.

Freeborough in *Chess Endings* mentions the first two of these and gives the solution thus: 1 Q—Q Kt 6 ch, K—Q 4; 2 K—Kt 2, K—K 4; 3 K—B 3, K—B 4; 4 K—Q 4, K—B 5; 5 Q—K B 6 ch, K—Kt 5; 6 K—K 3, and if now 6..., K—R 6 or Kt 6 there follows, 7 Q—Kt 6, 8 K—B 3, and 9 Q mates. There are various other moves open to Black, but White can always mate in nine moves at most. Durand & Preti play 5 Q—Kt 6, overlooking Freeborough's ingenious 5 Q—K B 6 ch.

This is an instance of over-estimation; now for one in which the number of moves is under-estimated. Here we are conducted to a mate in eight moves by 1 K—B 2, K—Q 4; 2 K—Q 3, K—B 4; 3 Q—B 6, K—Q 4; 4 Q—K 7, K—B 3; 5 K—B 4, K—Kt 3; 6 Q—Q 7, K—R 3; 7 K—B 5, K—R 4; 8 Q—R 7 or Kt 5 mate. But this solution depends on Black's co-operation in playing 2..., K—B 2 instead of the correct move 2..., *K—K 3*, in which case we shall find that *nine* moves are requisite, as in the following typical example: 2 , *K—K 3*; 3 Q—Q 4, K—B 4; 4 Q—Q 6, K—Kt 5; 5 Q—K B 6, K—Kt 6; 6 K—K 3, K—Kt 5; 7 Q—K Kt 6 ch, K—R 6; 8 K—B 3, and 9 Q mates acc. In point of fact this position (like the former one) has three solutions in nine moves, the key-moves being 1 Q—Q 4, 1 Q—K Kt 7, and 1 K—B 2. The chief variation in the first-mentioned runs thus: 1 Q—Q4, K—B 4; 2 K—B 2, K—K 3; 3 K—Q 3, K—B 4; 4 Q—Q 6, K—Kt 5; 5 Q—K B 6, K—Kt 6; 6 K—K 3, K—Kt 5; 7 Q—K Kt 6 ch, any; 8 K—B 3, and 9 Q mates acc. Observe that White's first three moves are the same as in the typical example above, only in different order.

From *The Principles of Chess* (Mason), 1894.

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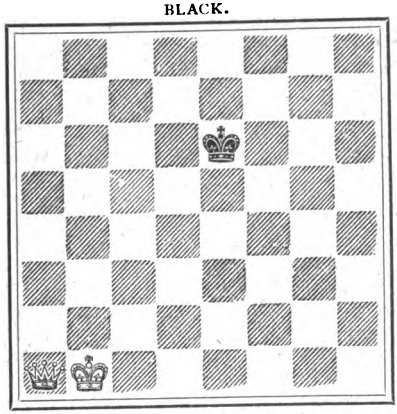

WHITE.

White mates in eight (?) moves.

After careful analysis of numerous positions I feel justified in deducing the following

COROLLARIES.

I.—The maximum number of moves for White is *nine*.

II.—In every such case the position is *unsound*, *i.e.*, it admits of two or three different solutions.

III.—Very few *sound* positions can be composed in which White requires so many as eight moves to effect mate.

Before proceeding further, I must direct attention to a few necessary Definitions.

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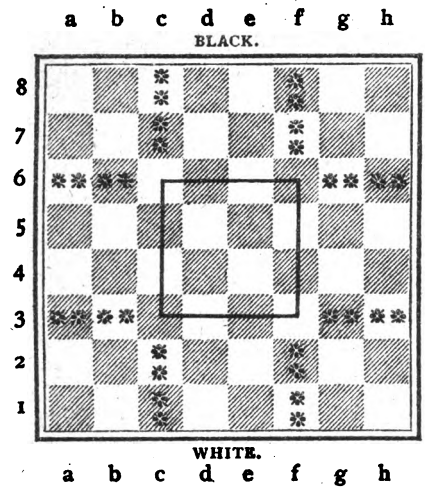

DEFINITIONS.

(1) *Mating Cordon.*—Whenever the Black King is mated the White King must stand either on one of the twelve squares through which the black lines are drawn (diagram), and which I call the *mating cordon*, or on the

(2) *Cordon prolonged*—that is, on one of the sixteen squares denoted by the asterisks.

(3) *Cramping Cordon.* The rectangle within which the Black King is confined by any move of the White Queen.

(4) *Test-Move.*—The initial move of the Black King when played as far from the White King as possible.

POSTULATES.

Let it be granted,

(*a*) When the Black King is on a corner square and the White King is on the same rank or file with one square intervening, it is mate on the move wherever the White Queen is placed.

(*b*) When the Black King is on a side and the White King is on the mating cordon or cordon prolonged, either opposite to the Black King with one square intervening or at a Kt's distance, the White Queen can mate in two moves at most except in the following and seven similar positions: White King on f 5, Queen on f 1, and Black King on h 6, when *three* moves will be found necessary for mate.

(*c*) Place White King on h 1, Queen on g 8, and Black King *anywhere from h 3 to h 6 both inclusive*, and White mates in four moves. This holds true for all the similar positions on the other three sides.

(*d*) With Kings *on opposite sides* mate can always be given in *seven* moves if the Queen for its initial move can be played to confine the Black King to the side.

We can now proceed to formulate a

GENERAL RULE.

Except where it is evident that the White King should move first, make the *best cramping cordon* (Def. 3) and *test-move* (Def. 4). Now let x = distance of the Black King to the nearest side and back to the *mating cordon* (Def. 1); y = distance of the White King to the square (inclusive) on which the Black King now stands; and let n denote the number of moves required for White to give mate. Then (save as hereafter indicated)

$$n = x + y.$$

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RESTRICTIONS.

Should any one or more of the five under-mentioned instances be applicable, we must use the formula

$n = x + y - 1$, or $= x + y - 2$, &c., accordingly,

Restriction 1.—When the Black King after the test-move (White's initial move not being a check) is on either rank or file that passes between the White King and Queen.

Example: White King on d 3, Queen on b 5, and Black King on f 3; then for best cramping cordon and test-move we play 1 Q—g 5, K—f 2; and $x = 3$, $y = 2$, and since the Black King is now on a file that passes between the White King and Queen we must subtract 1,

therefore, $n = x + y - 1 = 3 + 2 - 1 = 4$ moves.

Restriction 2.—When the initial move is a check and the White King after the test-move is only *one square* from a side of the mating cordon nearest the Black King.

Example: White King on d 4, Queen on b 6, and Black King on f 4; now here the best cramping cordon is 1 Q—f 6 ch, and the test-move is 1..., K—g 3, after which we observe that the White King is only *one square* from the side c 3—f 3 of the mating cordon nearest the Black King, hence we must subtract 1, and since in this case $x = 3$ and $y = 3$, we have

$n = x + y - 1 = 3 + 3 - 1 = 5$ moves.

Restriction 3.—When the Kings after the initial moves are on *opposite corners* of the same side of the mating cordon.

Example: White King on c 3, Queen on f 6, and Black King on e 4; then 1 Q—g 5, K—f 3, so that both Kings are on opposite corners of the same side of the mating cordon, and also the Black King is on a file that passes between the White King and Queen; consequently, Restrictions 1 and 3 *both* apply, and we must subtract *2*. Now here $x = 4$ and $y = 3$,

therefore, $n = x + y - 2 = 4 + 3 - 2 = 5$ moves.

Restriction 4.—When the initial move forces the Black King to a side without confining it there.

Example: White King on e 4, Queen on a 5, and Black King on g 4; then 1 Q—e 5, K—h 3; here the Black King being *on the side*, $x = 2$, $y = 3$, and we must subtract 1,

therefore, $n = x + y - 1 = 4$ moves.

Restriction 5.—When the test-move forces the Black King *nearer* to the White King. N.B.—In such cases we must count for x and y before moving the Black King.

Example: White King on h 1, Queen on f 1, and Black King on g 8; then 1 Q—f 6, forcing the Black King nearer to the White King. Here x and y *before* moving the Black King = 2 and 7 respectively, and we must subtract 1,

therefore $n = x + y - 1 = 8$ moves.

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EXCEPTIONS TO THE GENERAL RULE.

I. When the Black King is *confined to a side.*

This may occur either in the initial position or after White's initial move with the Queen (unless plainly best to move the White King first).

RULE 1.

After the initial move on both sides when the test-move takes the Black King further away from the White King, but on White's part only otherwise, let l = distance of the White King to the furthest square on the mating cordon or cordon prolonged to which it *must* move for the Queen to give mate, and let m = distance of the Black King to the same square. Also let n = number of moves required for White to give mate; then, generally,

$$n = l + m.$$

Example: White King on f 1, Queen on a 8, and Black King on h 5; then 1 Q—g 8. K—h 6, and the furthest square on the cordon prolonged to which the White King *must* move is f 2 (because the Queen drives the Black King down to h 3); hence l = 1 and m = 4,

therefore, $n = l + m = 5$ moves.

RULE 2.

If the White King need not move at all l = 0, and m = distance of the Black King to the square (inclusive) on which the White King stands.

Example: White King on f 1, Queen on a 8, and Black King on h 6; then 1 Q—g 8, and as the test-move brings the Black King *nearer* to the White King we must count distances before moving the former (Rule 1); hence, since the White King need not move, l = 0 and m = 5,

therefore, $n = l + m = 0 + 5 = 5$ moves.

RULE 3.

When after the initial move on both sides it appears necessary (or equally good) to make a further cramping cordon, *make such move* and *then* count distances for l and m, and use the formula

$$n = l + m + 1.$$

Example: White King on c 1, Queen on d 1, and Black King on h 3; then 1 Q—g 1, K—h 4. Here it is clearly necessary to make another cramping cordon, or the White King would be engaged in a "stern chase," and accordingly we play 2 Q—g 6: now f 3 is the square to which the White King *must* move for the Queen to give mate, and therefore, l = 3 and m = 2,

hence, $n = l + m + 1 = 6$ moves.

II. When the initial move should be made with the White King.

In conjunction with the foregoing Rules, the few cases in which White should move his King first will be found to present no special difficulty.

Example: White King on c 4, Queen on g 5, and Black King on f 3; then 1 K—d 3, K—f 2. Here, under the General Rule, x = 3, y = 2, and applying Restriction 1 we have

$$n = x + y - 1 = 4 \text{ moves.}$$

In conclusion, it may be interesting to point out that there are a few instances in which the "best cramping cordon" referred to in the General Rule is *not* the *most* cramping. The following is a

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Typical Example: White King on h 1, Queen on f 7, and Black King on h 3. Here the *best* cramping cordon is 1 Q—g 7 ! whereby White mates in *four* moves, but the *most* cramping cordon is 1 Q—g 6, in which case White cannot mate in less than five moves. This seeming anomaly is explained by observing that the White King should get to f 3 as quickly as possible, and to effect this it requires to move but twice in the former case to thrice in the latter instance.

ROGER J. WRIGHT.

END-GAME.

We extract the following instructive End-game from *Checkmate*. It was sent to our Canadian contemporary by Mr. G. Reichhelm, of Philadelphia, whose comments we also reproduce.

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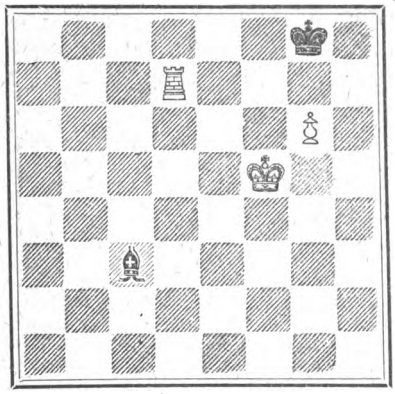

WHITE.

White to play and win.

. . . . "Occurred in actual play. The players were weak and fumbled a draw out of it. The surrounding experts, however, were interested, and the question arose could White win? P—Kt 7 was suggested, and on B × P, it was found that K—Kt 6 did the trick. At this juncture Mr. Groots suggested that K—R 2 was the proper answer to P—Kt 7, and this put the defence in such a strong light that the experts declared the matter a draw. The situation then was further reviewed, until finally Mr. Kemeny hit on a line of procedure that forced a win for White. The position is very remarkable, and should be incorporated in all text-books treating of this branch of the game"

SOLUTION.

WHITE.	BLACK.
1 P—Kt 7	1 K—R 2
.....If B × P, K—Kt 6 wins.	
2 R—K B 7	
The winning *coup*.	
	2 B—Q 5
.....If B × P, K—Kt 5; K—Kt sq, K—Kt 6, &c.	
3 P Queens	3 K × Q
4 K—Kt 6	4 B—Kt 8
.....To get out of the Rook's way. This part of the ending has already been published, but it is the play leading up to it that makes the position a new and improved study.	
5 R—B sq	5 B—R 7
.....If Bishop elsewhere, the Rook captures it and gives mate.	
6 R—B 2	6 B—Kt 6
.....If B—Kt 5, then also R—K Kt 2.	
7 R—K Kt 2	7 B—Q 3
8 R—Q 2	8 B—K 2
9 R—Q B 2 and wins.	

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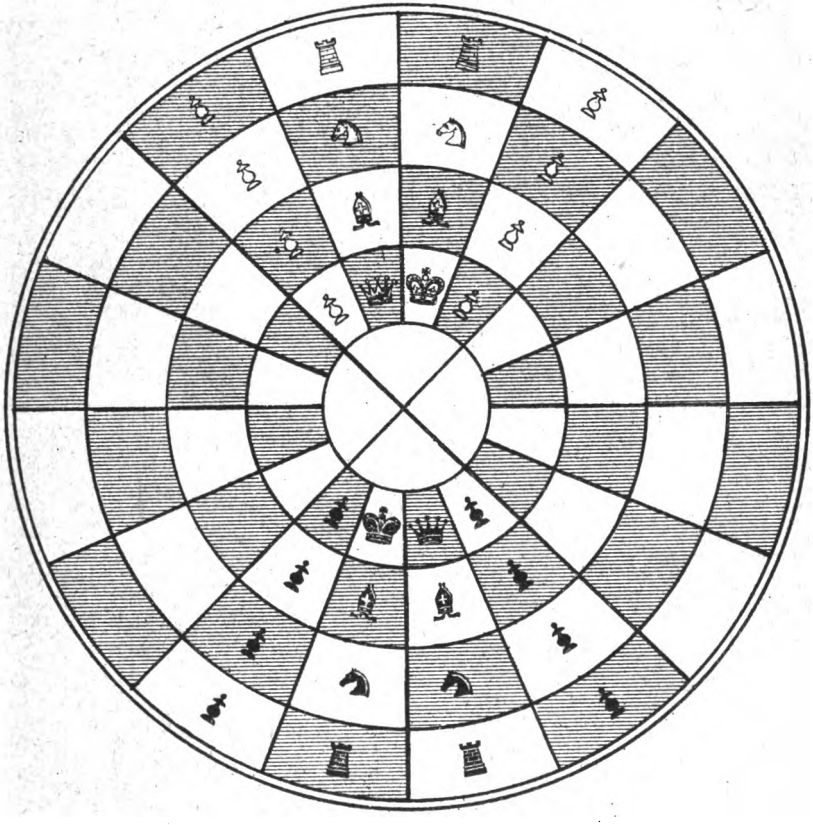
ROUND CHESS.

THE Editor of the *B.C.M.* forwarded a letter to me the other day, containing a drawing of a Round Chess Board which had been copied from *Old England*, and asked me if I would write a short account of what is known of this variety of chess for the *B.C.M.* This I do with pleasure, especially because I am able to supplement what has been written of this game by Bland, Forbes, and van der Linde.



The diagram in *Old England* is taken from the very unsatisfactory chapter on chess in Strutt's *Sports and Pastimes of the English People.* The original source is a small octavo parchment MS. in the British Museum, known as Cotton Cleopatra B. ix. This MS. contains a miscellaneous number of treatises, of which the first is an Anglo-Norman work on chess, partly in verse, partly in prose. After this follows a collection of Latin riddles, and a number of other treatises. One of these is a calendar, which from the many references to Abbotsbury, shows that the MS. was compiled in that English monastery, and the last is an ecclesiastical calendar giving

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the dates of the moveable Feasts in every year from 1273 to 1380. This may of course be a copy from some other work, but it fixes the earliest date to which we can ascribe the MS. The chess portion is generally considered to date from about 1280.

The Round Chess Board appears on leaf 9*a*. The squares are alternately Black and White, and the names of the pieces are written in in black ink on the lower half of the board only: Rei, Fierce, Roc, Alfin, Chiualir, and Poun. The rest of the page has at one time contained writing, but it has been erased in black ink, so that it is now quite illegible. I spent a considerable time a few months ago in trying to decipher the leaf, but found the task quite impossible.*

I know of no other mediæval European MS. which treats of this curious variety of chess, and it becomes a matter for conjecture how the compiler of the Cotton MS. derived his knowledge of it. For it is practically certain that it must have come from an Arabic source—and an Eastern Arabic source. It is remarkable—as Mr. J. G. White, of Cleveland, Ohio, long since pointed out—how closely allied are the early English MS. problem collections with the Arabic works which have been examined only in our own times. I came across a curious instance of this the other day. There is a curious diagram in a MS. in the King's Library, in the British Museum, called the Bishops' Game [Le Guy de Alfyns]. It is a highly artificially arranged position, to which there is a story attached. The four Bishops are warriors who hasten to the rescue of four captive Kings. [*e.g.*, the Bishop on Q's 4th tours by way of K B 3, K R 4, K B 6, Q 8, Q Kt 6, to its square on Q 4, staying enemies every move; each Bishop travels similarly. Then each captures a Rook]. When they have cleared the board of the enemy they demand their reward, but the Kings refuse. The Bishops return to the centre of the board and consult what is to be done. Each checks a King. The Kings angrily advance towards the Bishops, when lo! each Bishop springs back to the centre of the board, and it is check again. This position occurs—so far as I know—in only two other places—the Arabic MS. in the British Museum† (which in all probability was brought from the East by Rich, who was Consul at Bagdad somewhere about a century ago), and in one of the lost Lee MSS. (which was brought from the East in 1811-2)—and the solution is identical, but lacks the story.

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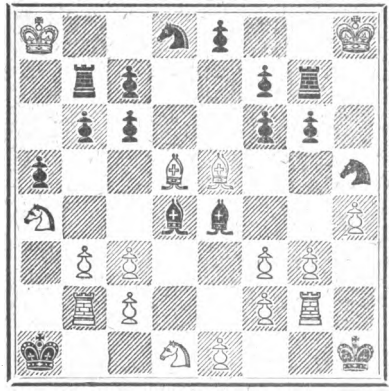

WHITE.

What is there about the Round Chess to be found in the various Arabic works which date back to the palmy days of Arabic chess?

In 'The Book of the Chess extracted from what Al-adli, As-suli, and

* V. d. Linde (Leerboek, p. 256) says the Latin account begins *Tabula rotunda greci usi sunt*. This confirms the Arabic origin of the diagram.

† Leaf 129*b* [the Kings on Q R sq and Q R 8 are Queens; and the other pieces are arranged more symmetrically.]

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others here written,' of which there are MSS. in Stambul and in Cairo,* Round Chess occurs with other derived forms of the game. The arrangement of the pieces corresponds exactly with that of the Cotton MS. The Arabic text is interesting. It begins 'This is the Byzantine Chess' [ash-shatranj ar-rūmīyah]. After pointing out that the rules, etc., of the Byzantine and the Indian or ordinary game are similar, it proceeds to point out that the Byzantine Pawn does not Queen, as the board has no end. The Byzantine Rook commands more squares than the Indian one, but the Indian Knight more than the Byzantine. The Byzantine Bishops can attack and take one another. It is agreed that the Indian game is the original. The last sentence of the text I do not clearly understand, but it appears to mean that if two opposing Pawns meet on the same file, either can capture the other; *i.e.*, that the Pawns take as they move.

As Mas'udi also briefly refers to this game in his *Meadows of Gold*, written about 943 A.D., as having been invented by the Byzantines, I have no doubt that the game is as old as Al'adli and As-suli, and that Mas'udi derived his account from their works.

The name Byzantine Chess is remarkable. 'Rūmīyah' may however refer merely to Asia Minor and the Eastern Roman Empire generally. Mas'udi, however, speaks explicitly of Greek theories of chess. 'The Greeks [al-yūnānī] and Byzantines [ar-rūm] and other peoples have theories and their particular methods in this game, as may be seen in the works of the chess players from the oldest down to As-suli and Al'adli, the greatest players of our time.' This is the oldest evidence for a knowledge of chess among Western nations that is not open to doubt or suspicion. And one would think—but thoughts are dangerous guides—that it would require considerable acquaintance with the game before such a drastic modification as the circular game could come into existence. Why, moreover, should the Byzantines have adopted a circular form? I do not recall any mention of a board game that was circular in Greek literature.

The Persian encyclopedia of Alāmulī, finished 1336-1342, gives a later account of this same game. He arranges the pieces differently, changing the position of the Rooks with that of the King and Queen. He also adds a further rule that if either King can play into the blank space in the centre, he cannot lose the game. This is undoubtedly a rule due to the favourite Persian device of adding citadels to the chessboard, an example of which is to be seen in Timur's chess. Round Chess appears to have been actually played at Timur's Court, for Arabshah in his life of Timur tells how he had himself seen a round chess board at the house of Khwāja 'Ali Shatranji.

I have tried to play the game, but cannot recommend it. The circular trend of the board makes the diagonal moves very difficult to follow, and especially the Knights' moves. The game is apparently extinct in the East now, as it is in the West, for modern native oriental books are silent on it, and a German attempt to revive it in the middle of last century was doomed to failure. The fact is that the reformed European chess of the 16th century onwards possesses too much vitality and power of variation for any modification to stand a ghost of a chance.

H. J. R. MURRAY.

* For my knowledge of this work I am indebted to the kindness of Mr. J. G. White, who placed his MS. copies at my service for my History of Chess.

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"MATE IN NINE MOVES."

Going down to the club the other evening, I was introduceed to a tall stranger, who asked me to have a game. As this is a luxury I never refuse, I at once set up the pieces. My opponent as he lit his pipe eyed me all over and said, "I suppose, sir, you know that I am a strong player." "Very glad to hear it," I said, "We want practice sadly at this benighted place." As we drew for the move he said, "What shall I give you, a Knight or a Rook." "Well," I replied, "We will see about odds at the second game." I won the toss and commenced.

GAME No. 2,088.

Scotch Opening.

WHITE. CLUB PLAYER.	BLACK. VISITOR.		
1 P—K 4	1 P—K 4	2 Kt—K B 3	2 Kt—Q B 3
		3 P—Q 4	

Scotch, said my opponent, well *I* play it this way—

	3 P × P	5 B—K 3	5 Kt × Kt
4 Kt × P	4 B—B 4	6 B × Kt	6 B × B

I always like to clear off a lot of pieces you know.

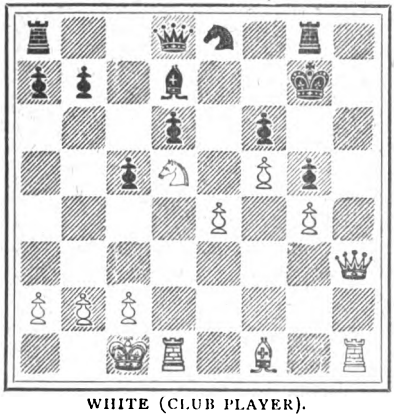
7 Q × B	7 Kt—K B 3	12 P—K B 5	12 P—Q B 4
8 Kt—Q B 3	8 P—Q 3	13 Q—K 3	13 B—Q 2
9 Castles	9 Castles	14 P—K Kt 4	14 P—K Kt 4
10 P—K R 3	10 B—K 3	15 P—K R 4	15 P—K R 3
11 P—K B 4	11 Kt—K sq	16 Kt—Q 5	

"Oh! you think that a strong move, no doubt." "Well, I have played with Steinitz, sir, and in positions like this he always plays his King."

Position after Black's 19th move :—

R—K Kt sq.

BLACK (VISITOR).



WHITE (CLUB PLAYER).

16 K—Kt 2

17 Q—Q B 3 ch

"Sir," I said, "I never miss a check; it may be mate."

17 P—B 3

18 P × P 18 P × P

19 Q—R 3

"Yes! I didn't think you were so strong, still I have a capital defensive game."

19 R—Kt sq

"Now, sir," said I, "I can win at once by Kt—K 7, but as you seem to know something about chess I'll tell you what I'll do. I will force a mate in nine moves." "Oh indeed," said he, "Let me see you do it." "Well, my first is"—

20 Q—R 7 ch 20 K—B sq

21 B—B 4

"Now sir," said the stranger. "What do you do if I play 21 Kt—Kt 2." "In that case," I said, "I mate in four: 22 Q × R, K × Q; 23 Kt—K 7 dbl. ch, K—B sq; 24 Kt—Kt 6 ch, &c." "Very good, sir;

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didn't think you could play chess, but now what do you do if I play R—Kt 2. All your checks are no good now." 21 R—Kt 2

22 Q—R 8 ch 22 R—Kt sq

"Oh! you cover do you?" "Yes!" he said, "I cover and you must move your Q away." "No, sir, I now mate you in four again: 23 Kt—B 4, R × Q; 24 R × R ch, K—Kt 2; 25 R—Kt 8 ch, K—R 2 or 3; 26 Q R mates." "Very good indeed, sir, I didn't think you could play so well; but stay, I had another move, 22 K—B 2 puts me in safety." "Well try it," I said. 22..., K—B 2; 23 Kt—B 4 dis. ch, K—K 2; 24 Q × R ch, Kt × Q; 25 Kt—Kt 6 ch, K moves; 26 R mates. "But suppose instead of 23 K—K 2, I had played 27 P—Q 4, where does your mate come in." "Ah! you have me there," I said, "There is no mate, but as you have retracted a move I will do the same, and instead of 23 Kt—B 4 ch I will play"— 23 R—R 7.

"Oh! you think that is going to do it. Here is my reply"—

23 P—Q Kt 4

"Very well, sir, you shall have the Bishop."

24 Kt—Q B 7 dis. ch		26 Kt × Q P ch	26 K—K 2
	24 P × B	27 Q × R ch	27 K moves
25 Kt × Kt	25 R × R	28 Q mates.	

"There, sir, I have done what I said I would do, and now I hope you will acknowledge that some one can play at chess besides Steinitz and yourself."

THE FIRST LESSON IN CHESS.

Translated from the French of A. RENARD, in *La Stratégie* of August 15th, 1901.

Since, 'midst all games, chess reigns the Queen supreme,
Plead no surprise that it should be my theme:
And that I should select, as honour meet,
The poet's pen to weave her coronet.
Prose may indeed oft bid a halo rise
O'er the loved chessboard's magic mysteries:
From problem sage and aspirations bold,
Who shall the meed of praise and pride withhold?
But at this moment glad, 'tis ours to claim
With the royal voice of rhyme, Caïssa's fame;
Behold the board, in squarelets—eight by eight—
In Black and White—the latter on the right.
On the first row the major pieces stand;
For them no safer refuge is at hand.
The White Queen, midway, on a White square stands,
Whilst Black the same 'neath the opposer's hands;
The King, without a doubt, is by his Queen
Their hearts united and all else serene:
Then come the Bishops whose grave name misleads
For they oft herald the most daring deeds;
The Knights, for ever prompt in gallantry,
Leap round the towers which stand both firm and free;
The Pawns, before their chiefs, enfile in row,

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Ever prepared to strike the gallant blow:
'Tis not for hero always in his might
To wield the victor's lance in feud and fight;
But more ennobled he who struggles on
And leaves no foe his native hearth upon;
They make one step (or two at first advance)
But only one in after circumstance:
And when advancing straight, can take askew
If that the opposing player hazards two.
The King makes but one step—no risk allowed—
For, of his fame, we're provident and proud:
But when the space between the Rooks and he
On either side, is from all warriors free,
He leaps two squares and bids the Rooks become
In contact better to defend his home;
Forsaking thus their hiding nooks to be
The very counterpart of loyalty
Beside their King; whilst Queen in all her pride,
Reckless of danger, leaps from side to side,
Direct or slanting while the Bishops claim
The latter only to support their fame,
The sturdy Rooks rush on or stand at bay,
But, at right angles only, trip the way.
Next come the antics of the cunning Knight
Though only leaping from the Black to White
Or *vice versa*. Soul on glory bent,
He dashes on to the supreme event.
Alone endowed with power to overcome,
As from wise tact or philosophic tome,
So keen his tactics thus that much they seem
Like footsteps in a labyrinthal dream;
The captive piece yields to the conqueror's steel
Whate'er the victim in his throes may feel,
To capture Bishop, Tower, or even Queen,
Is vain whilst the brave King is on the scene;
For his defeat must be without a fault,
And only gained by a direct assault;
For if his majesty in straits is found,
Without a refuge from the foes around,
Having no choice, but to return in shame,
Back to the quarters whence he, whilom, came,
It is stale-mate; and with our labour vain,
We have to fight the battle o'er again.

By this we gather all we need to know
To bid our spirits and our wits to flow;
For whether tact or prudence most it claim
We tender thus to science a grand game.
Let its success, then, crown our fond desire,
Or cast its shreds at once upon the fire.

T. WINTER-WOOD *(Vanguard.)*

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MR. RHODES MARRIOTT.

THE biographical sketches and portraits published in this journal during recent years have been so much appreciated that we have decided to institute a regular series, which will not be confined to the "High Priests" of the Chess World, but will include all grades and nationalities of chess enthusiasts whose labours in the interests of the game are worthy of recognition. We shall not confine our articles to the 'personal' element only, as we hope to be able to include historical sketches of the leading clubs and chess resorts of the world; we therefore invite the co-operation of such readers as are able to render us assistance with illustrations, portraits, anecdotes, and other information of a reliable character worthy of record.

The subject of the first sketch of our new series is Mr. Rhodes Marriott, President of the Cheshire Chess Association, hon. treasurer of the Northern Counties Union, and first winner of the recently established annual contest for the individual championship of the North of England. Mr. Marriott is by no means a youngster—he was 45 years of age on the 24th of August last—as he received his first lesson in chess about 27 years ago. For some considerable time the only practice he got was with the friend who taught him the moves, and with other novices like himself. It may therefore readily be imagined that his progress at first was not very rapid. Nevertheless he became a chess enthusiast, and eventually joined the Manchester Y.M.C.A., where chess was indulged in during the dinner hour and evenings. A chess club in connection with the Institution was formed, and Mr. Marriott was one of the most enthusiastic of its founders, and served for some time on the committee. There were then but two other clubs in the city, viz., the 'Manchester' and the 'Athenæum.' After a time, chess at the Institution being on the wane, he became in his spare time a frequenter of the Manchester Cafés, where chess was rife. Varied and constant practice with some of Manchester's strongest players (from whom he never refused odds when he thought they could be conceded) soon had its effect, and in a very short time instead of receiving a Rook from first-class players he was only in receipt of Pawn and two moves.

MR. RHODES MARRIOTT.

During his "Café days," he made a systematic study of the Muzio and Allgaier Gambits (his chief book of reference being *Cook's Chess Synopsis*), and he became so familiar with both gambits that he could

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generally "hold his own" on even terms with almost any of the first-class players. On one occasion Mr. Blackburne, playing simultaneously at one of the Cafés, offered the "Allgaier," which Mr. Marriott accepted and drew. It was whilst a Café player that he invented the "Double Muzio," which had a great vogue in Manchester some years back, the innovation being the *immediate* sacrifice of the Bishop after giving up the Knight.

In 1883 he joined the Athenæum Chess Club, and was relegated to the second class. About this time he took to solving problems, eventually developing into a composer in a small way, his first effort being a three-mover, which was published in the *Manchester Weekly Post*, on January 12th, 1884. In all he composed about a dozen problems.

He was elected a member of the Manchester Chess Club in March, 1884. Six months later he was appointed hon. sec. and treasurer, which dual office he held for three years and a half, being the recipient on his retirement of an illuminated testimonial, in recognition of his services. He has served the club in an official capacity during the past seventeen years, and is at the present time a vice-president. He has probably taken part in more first-class matches for the club than any other member—past or present. For ten successive years he played in every match! Since April 13th, 1886, down to the present time, playing at an average board between three and four, his record reads 20 wins, 19 draws, 11 losses, out of a total of 50 games. Although not regarded as a quick player, he has nevertheless "pulled off" the only "skittle" tournaments ever promoted by the club, winning the "15-moves-in-15-minutes" tourney of 1894, and the "60-moves-per-minute" tourney of 1897.

In 1889, he was one of the founders of the Hulme Liberal Club Chess Society, and won the first handicap (played during the season of 1889-90) with a score of 14 wins, 1 draw, and 2 losses.

In March, 1893 he went to reside at Ashton-on-Mersey, and shortly afterwards formed the project of establishing a chess club for the district. Whenever he met a chess player resident in the neighbourhood, down went his name in a pocket book, together with his address. In course of time Mr. Marriott had twenty prospective members in view, and in response to an invitation he addressed to the chess players of the district, there was an attendance of fourteen at the preliminary meeting, held in the Sale Library on the 12th July, 1895. Result: the establishment of the Sale and District Chess Club, which has had such phenominal success, three months only after its formation the membership being over 50, which was increased to 60 before the close of the first season. He was elected hon. secretary and treasurer, and one of his first duties was to have the club affiliated to the Cheshire Chess Association, in order that it might take part in the competition for the handsome silver challenge cup, which had remained for some years in the Western Division of the County. The club was unsuccessful in its first venture, but Mr. Marriott had the satisfaction of leading a team to victory twice during the two subsequent years. On his retirement from the secretaryship of the club, at the close of the fourth season, he was unanimously elected president. At the present time he is a vice-president as well as captain of the club. During the season of 1898-9, he won the president's gold medal in the annual handicap, with a score of 9 wins, 1

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draw, out of 10 games played; whilst two years previously he took the second prize with a score of 11 out of 12. Shortly after the formation of the club, he was elected a vice-president of the Cheshire Chess Association, subsequently becoming president, and at the last annual meeting, held September 21st, he was unanimously elected to the office for the second time. He is also one of the Cheshire delegates to the Northern Counties Union. For two or three years he acted as captain of East Cheshire.

His best achievement in the chess arena may probably be considered by some players to be his score in the International Minor Chess Tournament, held in Manchester some ten years ago. He tied for and divided the fourth prize of £3 3s. with Mr. G. A Schott, of Bradford, with a score of 7 wins and 4 losses. He had the satisfaction of being the only competitor to lower the colours of the champion (Mr. D. Y. Mills). Amongst his other wins may be mentioned those against Messrs. H. Jones (Manchester), Sheriff Spens (Glasgow), J. E. Hall (Bradford), and G. W. Lennox (South Wales champion). In the recent contest for the Northern Counties Championship, Mr. Marriott met and defeated Mr. J. Musgrove, Yorkshire champion; Mr. H. Doyle, Cumberland champion; and finally Mr. F. Downey, one of the very strongest players of Northumberland County. Before closing our sketch we must mention that Mr. Marriott is the author of *The Chess Player's Note Book*, the first edition of which was published in 1884, and was greatly appreciated. We understand that Messrs. Sherratt and Hughes, of Manchester, have now in the press a new and improved edition of this chess player's *vade mecum*, which should find a ready sale among match players and problemists.

We append a capital specimen of Mr. Marriott's skill as a chess player.

GAME No. 2,089.

Played in the Championship Tourney at the Manchester Chess Club, March, 1901.

Staunton Opening.

NOTES BY JAS. MASON.

WHITE. Mr. R. MARRIOTT.	BLACK. Mr. H. JONES.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 P—B 3	3 P—Q 4

.....Or 3..., Kt—B 3; perhaps stronger. Later opportunity for advance of this Pawn would not be wanting. With both Knights in the field many and dangerous complications are avoided,—a consideration naturally in favour of the defence.

4 B—Kt 5	4 P × P
5 Kt × P	5 K Kt—K 2
6 Q—R 4	6 Q—Q 4
7 P—K B 4	

Threatening 8 B - B 4. Black can hardly do better than take in passing, as he does; and then, with adverse King Pawn out of the way, White easily continues his development—with advantage. But all this is "book."

	7 P × P *en pas.*
8 Kt × P (B 3)	8 B—Q 2
9 Castles	9 Castles

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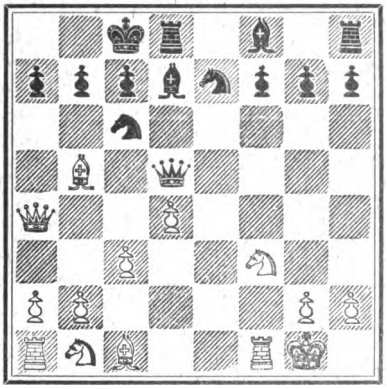
10 P—Q 4

Position after White's 10th move :—

P—Q 4.

BLACK (MR. JONES).



WHITE (MR. MARRIOTT).

10 P—B 3

.....He must act very defensively just about here; usual penalty of *defensive* Castling Q R. This secures the King side fairly well. But yet the Queen Rook Pawn is weak (a serious weakness), and the Queen herself has no good post of command—within easy reach. And the blocking of the Bishop, separating the Rooks, is a point against Black worthy of notice.

11 P—B 4	11 Q—Q 3
12 P—B 5	12 Q—K 3
13 Kt—B 3	13 K—Kt sq
14 B—Q B 4	14 Q—Kt 5
15 P—K R 3	15 Q—R 4
16 B—B 4	

See Diagram.

White's manœuvres have succeeded both in forwarding his attack on the Queen side and in driving off Black Queen from support of her King. And the attack proceeds apace.

16 Kt × P

.....This looks like falling into a trap, but the truth seems to be there was nothing really better,—and some very pleasing brilliant play follows.

17 B × P ch ! 17 K—R sq

.....If 17..., K × B, things would be no worse. For, with that, supposing 18 Q—R 5+, K—B sq; 19 Kt × Kt, Kt—B 3; the certain checking capture of his Bishop Pawn might give White pause—or even stop him altogether. Black apparently relies solely on his counter attack, as when he *threatens* 20 .., B × P+ ; but White is then much beforehand, and soon wins easily.

18 Q—R 3	18 Kt × Kt ch
19 R × Kt	19 Kt—B 3
20 Kt—Q 5 !	20 P—Q Kt 3
21 Kt × Kt P ch	21 K—Kt 2
22 Q—R 6 ch !	22 K × B
23 Kt—Q 5 ch	23 Q × Kt

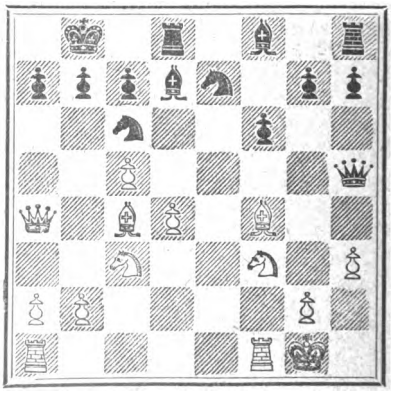
.....Else 24 R—Q Kt 3+, &c. When Black resigns, other loss of piece is imminent.

24 B × Q	24 B × P ch
25 K—R sq	25 R—Q Kt sq
26 R—Q B sq	26 Resigns.

Position after White's 16th move :—

B—B 4.

BLACK (MR. JONES).



WHITE (MR. MARRIOTT).

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THE GODS AT CHESS.

THE publication in our last issue of the translation of Bishop Vida's remarkable Latin epic has brought us many letters of appreciation. Captain O'Farrel, of Washington, U.S.A., says: "Your article, 'The Gods at Chess,' is grand! too bad you did not give the whole poem."

The chess editor of *The Cheltenham Examiner*, Mr. W. S. Branch, in reviewing our October number, writes as follows:—

'The *B.C.M.* opens with an article on, and several pages of translation from, the Latin poem on chess by Marcus Hieronymus Vida, Bishop of Alba (Italy), and first published at Rome in 1527. It is a praiseworthy and fairly successful attempt to give an English reader a general idea of this somewhat remarkable and certainly interesting poem. But the writer and present translator should have learnt a little more about Vida's chess epic before sending his article to the magazine. In the first place he styles Vida "Bishop of Alma." That may be a misprint for "Alba."* But he continues—"The author, Vida, is known principally for his 'Christiad,' an epic on Christ, in four books. This with his other works was published at Oxford, 1723, by T. Tristram, M.A. Several of his minor poems have been rendered into English verse; but neither the Christiad nor his epic on chess have yet, it seems, appeared in our vernacular, although they have been repeatedly translated into Italian and French." We know of the following editions in English of Vida's poem on chess, and the first-named is before us as we write: "Vida, translated into English by Mr. Erskine, with a short introductory essay on the game of chess, 1736"; "Vida, translated by James Rowbothum, 1562"; "Vida, Anonymous, Eton, 1769"; "Vida, A. Murphy, 1786"; "Vida, G. Jeffreys, 1736"; "Vida, Anonymous, Oxford, 1788"; "Vida, translated by Rev. S. Pullen, 'Scachia Ludus, a poem on the game of chess, written by M. H. Vida, and translated into English verse,' Dublin, 1750."

'The edition we have has a portrait of Vida, and an engraving showing all the principal gods and godesses—easily identified—seated in and on the clouds and gazing at a huge chessboard with the pieces placed ready for play. Below is the sea, with Neptune, sea-horses, dolphins, &c And on an island, to a mermaid and a goat, Pan plays his pipes. The "Rooks" on the chessboard are tusked elephants with towers on their backs. The left-hand page through the book gives the original Latin; the right-hand, an excellent English translation by W. Erskine. In a preface he informs the reader that—"the author of the introductory essay is a young gentleman carrying arms in the Third Regiment of Guards, whose surprising genius, principally for mathematicks, ought to intitle him to all ingenious men's favour and protection."'

Mr. Branch also supplements the above information in a later communication addressed to us. He writes: "I learn that 'Vida' was translated into English by Oliver Goldsmith, and that the edition which was supposed to be by Rowbothum, 1562, was by one 'G.B.,' and dated 1597. He had coolly appropriated most of Rowbothum's translation of Damiano's 'Treatise

* The word "Alma" was a slip for Alba.

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on Chess,' and bound up his own translation of 'Vida' with it. Bishop Vida is believed to have written his poem in 1513. The oldest printed version known is of 1525 (Italian). The game described is 'new' chess—our game—perhaps universal then in Italy. But in England 'old' chess lived on."

The subject has aroused so much interest that we decided to reproduce an illustration of the engraving referred to by Mr. Branch, and through his kindness we are enabled to give it as the frontispiece to the present number.

THE CHESS WORLD.

The Monte Carlo Tourney will begin about January 15th, 1902, and the programme will be published on the 15th inst.

Another boy prodigy at chess has appeared at Warsaw named Lamberg, and the Warsaw Club will challenge Herr von Scheve to a match with him.

In the Staten Island annual Handicap Tourney, Mr. Hodges won the first prize with 11 games to his credit, and only one loss. There were thirteen competitors.

Herr Mieses has been in Paris, and for a stake given by two amateurs of the Philidor Club, he played a game with M. Sittenfeld, which the latter won.

M. Lebedew has won first prize in the Summer Tourney of the St. Petersburg Chess Club, which is the third tourney in succession in which he has been victorious. M. Schiffers, with only half a point less, was second.

A quadrangular contest has taken place at the Philidor Club, of Paris, between Messrs. Albin, Billscard, Sittenfeld, and Taubenhaus. It was not finished when we went to press, and we will give the result in our next issue.

At the Italian Congress at Venice, begun on October 14th, there was to be an International Tourney, provided that at least three foreigners entered. The King of Italy, who is president of the Italian National Association, has presented a prize of honour.

We learn from the *Field* that M. Janowski has arrived in London, and is now open to engagements in the provinces. As he will shortly be going to Austria, Germany, and Russia, there is no time to lose for clubs wishing to secure the presence of this brilliant master.

A new Chess Association has been formed in Germany, embracing the cities and towns in the neighbourhood of the Rhine, between Cologne and Dusseldorf. It is called "The Lower Rhine Chess Association," and the first meeting was to be held at Dusseldorf, on November 3rd.

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Mr. Borders, of Cape Town, writes in the *Cape Times* chess column about a variation in the Scotch Gambit which appeared in Steinitz's *Chess Instructor*, from which he asserts *Chess Openings A. & M.* evidently derived it. As the latter work was antecedent to that of Mr. Steinitz, we do not quite understand how this could possibly be.

From far-distant Vladivostock comes the news that there is a local chess club, and that a tourney with 15 competitors is nearing its end. Dr. Prieck is the president. In May last Herr Andriejewski gave a brilliant blindfold exhibition, in which he won one game and drew another. The Chinese and Japanese players resident there prefer the European game to their own, and play it with great skill.

The general meeting of the Cowes (I O.W.) Club was held on October 9th. Mr. S. D. Caws presided. Mr. P. A. Hatchard presented the report for the year, which showed the club to be in a prosperous condition. Mr. Godrey Baring was re-elected president, and Mr. Hatchard again accepted office as hon. secretary. The club meets on Monday and Wednesday evenings, at Leftwicks's Restaurant, 15, High Street, Cowes.

At the annual meeting of the Melbourne Chess Club, on September 9th, the report stated that a telegraph match with West Australia had been won by the latter with the score of 6 to 4. A similar match with New South Wales ended in the Victorians winning by the same score. The report then added that during the past year there had been a championship tourney, a junior championship tourney, a new members' tourney, and a handicap tourney, together with three series of team tourneys, which were found very useful in promoting steadiness of play.

The members of the Manchester Club mustered in force on September 28th, and held their annual meeting, under the chairmanship of the president, Mr. J. Burgess. The report was capital reading. Of eleven matches contested 6 were won, 3 lost, and 2 drawn. The finances showed a surplus of £9 3s. 10½d., and the total membership is 125. Dr. Eames won the 'Bateson-Wood' Cup, and Mr. E. Spencer the 'Reyner' Championship Cup. Mr. Burgess and Mr. W. D. Bailey were re-elected president and secretary respectively. The season just opening gives every promise of being one of great activity.

West Hartlepool.—The annual meeting of this club took place on September 27th. The report presented by the secretary, Mr. C. V. Sutton, indicated a state of prosperity. The club had been successful in winning the Tees-Side Trophy, and twenty members had also taken part in the contest for the *Newcastle Chronicle* Trophy. The tournament had been

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won by Mr. James Birks with 14½ wins to 1½, the second and third prizes being won by Mr. H. Birks and Mr. G. Birks, both sons of the first prize winner. The election of officers resulted as follows: president, Mr. Councillor Robinson; captain, Mr. James Birks; secretary and treasurer, Mr. C. V. Sutton.

Mr. Pillsbury writes that he intends to sail about January 4th for Europe, and will probably be away eighteen months. During that time he will participate in all international tournaments (including, of course, Monte Carlo), and give exhibitions of blindfold chess, and very likely arrange a match with Dr. Lasker. At the end of that time he will give up chess as a profession, and take to that of law. *The Straétgie* doubts whether he will be able permanently to leave his first love, and so do we. Dr. Lasker is remarkably reticent with regard to any match between himself and Pillsbury, but, we believe, has made an informal acknowledgment of the challenge.

We have received a copy of the "Kent County Association Year Book, 1901-02." It is a capital little brochure of 36 pp., giving full report for the past year; balance sheet; programme for present season; name, place, and day of meeting of the 29 affiliated clubs, with name and address of each club secretary. The Association has 591 members, and is still progressing. The officials are: president, The Right Hon. Sir Wm. Hart-Dyke, Bart., M.P.; chairman of executive council, Mr. W. W. White, 17, Dorville Road, Lee; secretary, Mr. H. Holford, Capital and Counties Bank, Ltd., Rochester. The general accounts show a surplus of £6 19s. 8d., and the Congress fund a surplus of £7 0s. 11d.

We have received the committee's report of the Durban Chess Club, which, notwithstanding the disturbing influence of the guerilla war, is in a fairly flourishing state. The membership roll totals 57 as against 55 last year. Two handicap tourneys have been held, in the first of which Mr. C. B. Jones won the chief prize, and Mr. C. A. L. Bull, the famous problem composer, the second. There were eighteen entries. In the other tourney there were seventeen entries, but two withdrew, and the contest is still in progress. The fight for the championship resulted in the victory of Mr. Bull, who scored 7½ out of 8. In a team match of ten a-side with Maritzburg, Durban scored 10½ to 9½. When the war is over we hope to hear still better accounts of this plucky club.

We much regret that we were misled by a paragraph in some contemporary magazine or chess column as to the present condition of the Havana Club, which led to our statement that it is now a small one; that is all we said. The editor of *Ambos Mundos*, however, controverts this, and reproaches us with representing the club as an insignificant one, which we did not say. It was natural to believe that the loss of three of its most

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prominent players, as well as the late Cuban war, would have an effect on the club in lessening its members; but we are very glad to find that this is not the case, and that in Señores Ponce, Paredes, Gavilán, Delmonte, Fiol, and the brothers Corzo, not to speak of the boy prodigy Capablanca, the club possesses still so many matadors of the first rank.

Sale and District Chess Club.—This club held its seventh annual general meeting in the club-room, Sale Public Hall, on Monday, October 17th, Mr. C. Brevig presiding. The report and treasurer's account, which showed a very satisfactory state of affairs, were passed, and the following prizes distributed to the winners in the Gold Medal Handicap Tournament: first prize, gold medal, presented by E. A. Eason, Esq., won by Mr. J. Critchlow; second prize, silver cream jug and sugar basin, presented by the club, won by Mr. G. H. Ogden; third prize, pair of gold spectacles, presented by the club, won by Mr. J. S. Donaldson; fourth prize, book on chess, presented by the club, won by Mr. J. G. Tinto. The club has twice won the Cheshire Chess Challenge Cup. The Rev. C. C. Atkinson, D.D., was unanimously elected president of the club.

The annual general meeting of the Newcastle Chess Club took place on October 17th, when the secretary, Mr. W. Nixon, presented his report, which showed that the membership now stood at 103—an increase of 12 during the year. First-class matches had been played against Tess-Side Association players *vis-a-vis*, and against Perthshire by correspondence, and both engagements had been won by the club. The second team had contested 12 matches, winning them all. In addition to these engagements three matches were played with selected teams, Newcastle winning each event. The 'Robson' Medal, for best score in matches was won by Mr. W. P. Thompson. In the Winter Handicap the prizes were pretty well divided, ties resulting for all the four prizes. For the coming year Mr. R. Plumpton was elected president, and Mr. Nixon was re-elected secretary.

Devonshire Association.—From the *Western Morning News* we learn that a meeting of the provisional committee was held at Exeter, on October 5th, when it was decided (1) that the offer of the Literary Society to provide a room for head-quarters of the Association at Barnfield House, Exeter, be accepted; (2) that Mr. Lambert, and a member of the Torquay Club, and a member of the Plymouth Club, be the three delegates of the Association to the Southern Counties Union; (3) that Messrs. C. J. Lambert and E. Palmer, two members of the Torquay Club, and two members of the Plymouth Club, and the secretary form the committee for selecting the county team of sixteen for the matches in the Southern Counties Competition and other matches; (4) that a prospectus of the Association, with the rules, be printed and sent to all clubs and those interested in the game; (5) that Messrs. J. J. Pengelly, W. H. Gundry, and the secretary form an executive committee. The Totnes Club and the Hatherleigh Club have joined the Association.

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We have received a copy of the report, for year ending September 30th, 1901, presented at the annual meeting of the Liverpool Club, and have found it very interesting. After giving a list of winners of the various competitions, there follows full scores of matches against Manchester and Dublin, both won by Liverpool, and the aggregate totals of five matches played and won by the "A" team; the full scores and analysis of the two games played by correspondence against the Edinburgh Club, and a detailed financial statement which shows a balance in hand of £26 7s. 10d. The election of officers resulted as follows: president, Dr. J. H. Shaw; vice-president, Mr. W. Dod; hon. sec., Mr. E. G. Phillips. The chief tournaments of the past year resulted as follows: Winter Tournament, 33 entries, first, Mr. J. R. Whiting, £4; second, Mr. P. R. England, £2; third, Mr. F. E. Spedding, £1. Championship Tournament, Mr. Burn. 'A' Tournament, Mr. J. R. Whiting; 'B' Tournament, Mr. W. H. Whiting; 'C' Tournament, Mr. C. Whiting. The club numbers at present about 170 subscribers.

We are in receipt of a letter from the secretary of the Chess and Whist Club, of Salisbury, the capital of Rhodesia, but unfortunately owing to the paper used, and the obscurity of the writing, we are unable to make out much of it. We gather, however, from it that, notwithstanding the disturbances in South Africa, the club consists of 31 members, who meet for play at the Church House, in Salisbury, every Tuesday and Friday, the annual meeting having been held on August 5th, at the Langham Hotel. The president is the Hon. W. H. Milton, Administrator of Rhodesia; and the vice-presidents are the Bishop, the Hon. C. J. Rhodes, Mr. Justice Watermeyer, and the Rev. Mr. Foster, who is a life member. There is a committee of six members, and our correspondent sends us a copy of the rules. The subscription is 20/- per annum, and the entrance fee 10/-. The only novelty to be recorded is a "Bumping Tournament," which is not explained, but we take it to mean that each player who loses a game receives a bump, which counts against him. Messrs. Miles and Gray tied for this contest; each have received two bumps only, but it is not stated whether they played off, or what became of the drawn games in the tourney. With the whist and other card games allowed in the club we have nothing to do, but we think it a pity they should have been introduced, the general experience being that cards eventually kill chess.

Chess in Scotland.—Mr. Teichmann's visit. Chess is beginning to move again here, and there are the usual preparations for the winter's competitions at the various clubs. In Glasgow the Exhibition still absorbs interest largely, but it will close on the 9th of present month. Thereafter chess players may be expected to settle down in earnest. Depite the attractions of the Exhibition, Mr. Teichmann's engagement at the Glasgow Chess Club has attracted considerable attention, and members have been taking advantage of his instruction to a large extent. His lectures especially have created great interest, and the attendance at each has been very gratifying

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and encouraging. Mr. Teichmann lectures very well indeed, never loses the thread even of the most intricate variations, and makes the subject attractive as well as instructive.

The competitions for the Richardson and Spens Cups will begin shortly. The Richardson Cup is now reserved for the eight senior clubs, and the Spens for all the junior clubs.

The Spens Cup naturally will be the more popular, as the larger number of clubs will enter, and it should do a great deal to encourage chess among the younger and more rising clubs. The Spens Cup is really a very handsome one, and well worth winning. The Richardson Cup is at present held by the Edinburgh Chess Club, but this year that club will be weakened by the absence of Dr. Macdonald in South Africa, and possibly by the abstention of other strong players. It is even more difficult than usual therefore to forecast the winners of the Cup. The Glasgow team has also been weakened this year, and on the whole we should favour the chances of Dundee or Burns.

We stated in a recent issue that two chess clubs exist in Iceland, and they evidently contain some very strong players, for one of them, Herr Magnusson, now resident in Canada, holds the championship of the Canadian Chess Association. He also succeeded in winning a game and drawing two others with Herr Lasker during the latter's visit to Canada.

From two very interesting articles in the *Deutsche Schachzeitung* for May last, and the Canadian *Checkmate* for June, we learn that the introduction of chess into Iceland took place in the twelfth century by means of students who came to England to attend the cathedral schools of Lincoln, Canterbury, &c., and took back with them the knowledge of the game. There is collateral evidence of this English introduction in the similarity of the English and Icelandic names of the pieces, *e.g.*, they are the only two countries among western nations which preserve the Persian name of Rukh for the castle or tower, the Knights are called Riddari (riders), and the Bishops Biskup. Some time after the introduction of the game into Iceland, intercourse with other lands was broken off, so that the islanders knew nothing of castling or taking *en passant*. Besides this, they introduced, of their own invention, certain novelties into their game, such as different values for different kinds of mates, which led to two or more mates being insisted on in some cases to decide the contest.

The revival of the correct game in the island is due to Prof. Fiske, of New York, who is an expert in the Scandinavian languages and literature, and has often visited Iceland. Under his direction a chess magazine has been established at Reykiavik, the capital, bearing the title of *I Uppnami*, which we believe means *en prise*. It is in the Icelandic tongue, and will appear quarterly, or perhaps oftener, using the German notation. Prof. Fiske resides now in Florence, and the magazine is printed there under his direction. We wish him and his praiseworthy efforts in behalf of the game in Iceland the success which he certainly deserves. It is he who wrote the article in the German magazine, which is to be followed by another on the subject.

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London Chess.—The season at the City Club opened with a "Knock-out" Handicap, the prizes in which were won as follows: first, Mr. Neville Hart; second, Mr. J. Girdlestone; third, Mr. C. J. Woon; fourth, Mr. A. W. Daniel. Mr. Blackburne gave an exhibition of chess *sans voir* at the club on October 12th, winning 5 games and drawing 1. The rate of play was quick, the *seancé* occupying less than four hours. On October 16th, Mr. Blackburne gave an excellent performance at the Ibis Club, the final score being Blackburne won 19 and drew 6, out of 25 contested!

The Hampstead Club has made arrangements with Mr. Gunsberg for a series of lectures, and the first was delivered on October 15th, when 50 members were present. The subject was the Ruy Lopez, and the success of the lecturer was enhanced by the capital board and men made by the Hampstead secretary. The subject of the next lecture is the Queen's Pawn Opening. The club is flourishing, the membership roll being close upon 100. The hon. sec., Mr. J. H. North, 57, South Hill Park, N.W., will be glad to hear from any lady or gentlemen desiring to become members. Mrs. Fazan (of the Ladies' C.C) has joined the club, and entered for the Winter Tournament, the winner of which holds the Silver Salver for one year. No less than 50 entries have been received for this competition.—Mr. Van Vliet has given lectures at the Brixton Club, and from the *Morning Post* we learn in his first address he laid stress on the importance of studying the openings, and gave some demonstrations of attack and defence, based on variations of the Max Lange Attack and the French Defence. The second lecture was delivered on October 17th, when Mr. Van Vliet in dealing with the Ruy Lopez, contended that to obtain an even game for the defence it is necessary to adopt Steinitz's move 3 P—Q 3, or 3 P—Q R 3; and 4 Kt—K B 3, followed by P—Q 3 and P—Q Kt 4, in reply to P—Q 4, as played by Lasker against Janowski in Paris. Those who could not manage this kind of defence successfully he thought had better avoid the Lopez by means of the Petroff, Sicilian, or French Defences.

The Metropolitan Club has issued a very full list of match fixtures, which include matches with such distant clubs as Hastings, Rochester, Southend, and the two Universities, but the dates of these last named engagements are not yet definitely fixed. The club meets as usual at Kohler's Restaurant, Wool Exchange, Coleman Street, E.C., every Monday and Thursday, from October 3rd to June 16th; time of meeting, 5-30 till 11 p.m. We have also to acknowledge with thanks match cards from the following clubs: North London, Insurance, Hampstead, Athenæum, Willis Street, and North Kensington; at this last-named club, arrangements are being made for a handicap and a championship tournament; the club has also entered the 'Early' Division of the London League, and the committee has decided to give prizes for the best average obtained in league and other matches played during the season. We have also to acknowledge the list of matches arranged by the Ladies' C.C.—28 engagements!

A new club has been formed at Wandsworth. The secretary is Mr. Reed, 8, Acres Street, Wandsworth.

The results of some of the matches played during the month are as follows:—

LONDON "A" LEAGUE MATCHES.

October 10th	... Insurance	... 14½	Bohemians	...	5½
October 14th	... Insurance	... 14½	North London...		5½

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October 28th	...	Metropolitan ...	11½	Lee	...	...	8½
October 28th	...	Hampstead ...	8½	Insurance		...	7½*

* Four games for adjudication.

ORDINARY MATCHES, &c.

October 3rd	...	Toynbee ...	6½	Willis Street		...	1½
October 17th	...	Kennington ...	5½	Willis Street		...	2½
October 17th	...	Metropolitan...	7½	Wood Green		...	4½
October 21st	...	North Kensington	5	West London		...	5
October 24th	...	Insurance ...	8½	Bromley . .		...	3½
October 24th	...	Metropolitan...	11½	Herne Hill & W. N.			3½
October 28th	...	North Kensington	7	Acton ..		...	3

Wilts County Chess Association.—The annual meeting took place at Woolpack, Trowbridge, on Wednesday, October 9th, when there was a good attendance. Mr. Woodrow (Sarum), the president, occupied the chair. The treasurer's report showed a balance of £12 12s. Mr. Beaven (Bradford) was elected president for the ensuing year, Messrs. Watson and Schomberg being re-elected respectively to the offices of treasurer and secretary. It was decided to accept the challenge of Sussex to a correspondence match, and to invite Mr. Blackburne for simultaneous and *sans voir* play. A small committee was chosen to arrange the details of a chess tour during the forthcoming season.

The secretary's report stated with regret that in some of the matches there had been instances of a want of enthusiasm, because perhaps of the difficulties of trains, and a want of courage because perhaps of going to what might be thought certain defeat; *e.g.*, in the contests for the County Cup and Medal there had been several "scratchings," and this was more observable in the latter case, Warminster being the winner without having played a game!

Swindon again won the County Cup—the other clubs entered for it were Bradford, Calne, Chippenham, Devizes, Salisbury, and Warminster.

The Tournament for the Challenge Trophy (thirteen entries) was won by Mr. Beaven; that of the Silver Queen contest, for ladies, by Mrs. Pullin, Warminster. The winners of the sections in the Challenge Trophy, and therefore entitled to bronze medals, are Messrs. Margrie (Sarum), Beaven (Bradford), Douglas (Swindon), and Rev. J. F. Welsh (Warminster).

A friendly match with Hants had been played and lost by Wilts.

The Wilts Oxonians had met a team of the Oxford University Club, at Oxford, and proved successful. Friendly matches had taken place between the various clubs in the county, and those of Paddington, Cheltenham, Romsey, Andover, Mere, and Marlborough. Rev. A. G. Gordon Ross, Rev. J. F. Welsh, Messrs. Borradaile, C. A. Plaister, J. C. Plaister, and Schomberg had given exhibitions of simultaneous play. Lightning tournaments had also been given by Mr. Watson, of Bowerhill, near Salisbury, and by Rev. J. F. Welsh, at St. Boniface College, Warminster.

Mr. Blackburne's visit had unfortunately been postponed, in consequence of the lamented death of the Queen.

In the contest for the Championship of the Southern Counties, Wilts had defeated Somerset, but was defeated by Gloucester. In the next contest Wilts will probably have to encounter Devon in this division, that county having revived its Association and joined the Union.

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In the correspondence match between the Northern and Southern Unions, Colonel Law, the only Wiltshireman playing, won 1 game and drew 1.

At the general meeting of the Southern Counties Chess Union, in July, the Rev. A. G. Gordon Ross (Wilts) was elected vice-chairman, and Mr. A. Schomberg (Wilts) was re-elected secretary; Messrs. Woodrow (Sarum), E. Fear Hill (Trowbridge), C. A. Plaister (Swindon) are the Wilts delegates to the Southern Union.

The report concluded with the hope that the local secretaries will not only increase the number of their playing members, but will also stimulate in all an interest in the game. Thanks were tendered to the numerous supporters for their generous help, and the many chess players scattered throughout the county were cordially invited to become members of the Association.

Lancashire Chess Association.—The annual meeting was held at the rooms of the North Manchester Chess Club, Dyson's Restaurant, Church Street, Manchester, on Saturday, October 5th. The president, Mr. A. Burn, presided over an attendance of twenty-eight delegates from the principal clubs and many of the minor clubs of the country, in all thirteen clubs were represented. Mr. J. J. Seanor (hon. treasurer) presented the accounts, which showed a small adverse balance. The secretary's report stated that the past year had been a satisfactory one. The interest in the various competitions had been well sustained, and the Association had been very successful in its inter-county engagements. At the same time, the opinion was expressed that there is plenty of room for extension, not only in the number of clubs affiliated to the Association, but in the use to which the Association could be put. The number of clubs now affiliated is 23, an increase of 1 upon last year. The interest in the individual championship has been well sustained. The entries in class A numbered 20, being 13 from Manchester and 7 from Liverpool; class B 11, 6 from Manchester and 5 from Liverpool; class C 16, 9 from Manchester and 7 from Liverpool; total number of entries was 47 as against 43 last year. The names of the winners of the various competitions, A., B., and C., were given at page 403 of our last issue.

During the year two inter-county matches had been played against Cheshire and Yorkshire, both in the county championship competition of the Northern Union. The match against Cheshire was contested at Manchester on January 26th, and won by 17 wins to 3, 2 games being drawn. The match against Yorkshire took place at Leeds on March 23rd, and, after a fine encounter, Lancashire won by 13 games to 3 and 7 draws. Lancashire thus takes place for the year as the champion county for the North, in addition to which the handsome trophy (presented by Mr. Moore) is held by it for the year. After the match, the teams and officials were magnificently entertained by the Leeds Chess Club.

The association also participated in the match North of England *v.* Scotland, at Glasgow, and sent a team of 10 players towards the 25 required.

The council had considered the advisability of further challenges to counties, but it was felt that it would be wiser to concentrate the strength of the Association upon the championship competition, for the first year at any rate, and the result proved the wisdom of the policy adopted. It may,

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however, be held desirable during the coming season to again challenge Warwickshire or some other association. With reference to a suggested club correspondence tournament, it was thought that for the present the matter should be allowed to drop, the feeling being that, with the exception of the Manchester Club and the Liverpool Club, and perhaps one or two others, a correspondence match presents very great difficulty in consequence of the clubs only meeting weekly. Referring to the lectures and simultaneous play, which the council offered to provide to any club upon application, it was surprising to hear that only one application was received. It is, however, intended to again make the offer, and we shall be greatly astonished if no better response is forthcoming.

The report concluded with a reminder that the usefulness and efficiency of the Association rests entirely upon the amount of support and interest accorded to it by the clubs and chess players of the county, and that without their active assistance and goodwill its operations will be very much hampered, and much of its work will perforce remain undone.

The meeting altered the rule relating to the subscription, raising the amount payable by clubs of fifty members and over from 2/6 to 5/.

A cordial vote of thanks to the retiring officers was passed.

The election of officers for the coming year resulted as follows:—president, Mr. S. Wright, Liverpool C.C.; vice-presidents, Mr. J. Burgess, Manchester C.C., Dr. J. H. Shaw, Liverpool C.C., Mr. J. D. Bailey, Manchester C.C.; hon. treasurer, Rev. W. C. Palmer, Manchester C.C.; hon. secretary, Mr. Thos. A. Farron, North Manchester C.C.; hon. tour. secretary, Mr. H. L. Overton, North Manchester C.C.

A very hearty vote of thanks to Mr. Burn for his services to the Association was passed unanimously. The whole of the officers and delegates were afterwards entertained at tea by the North Manchester Chess Club.

Yorkshire.—The season is now in full swing. During the past month the contests for the Woodhouse Cup and the *Bradford Observer* Trophy were started, and the leaders for the Cup at time of writing are Hull and Huddersfield. — In the Huddersfield district, the local inter-club competition for the Watkinson Trophy is to be conducted this season as a Handicap. Eight clubs will be engaged on the following terms. Two sections. Teams to comprise 6 players a-side. Home-and-home matches. Section winners to play off for Trophy. Entrants: Section I., Huddersfield (scratch), Lockwood, Lindley, and Brighouse (each half point start); Section II., Milnsbridge (scratch), Slaithwaite (½ point start), Paddock, and Meltham (1½ points start). The members of the Huddersfield Club opened the season on October 5th with a social gathering, at the Imperial Hotel, their present quarters. Mr. John Watkinson presided, and during the course of the evening Mr. Stanley Chrispin moved a resolution congratulating Mr. S. Keir, of Lancaster, on having won the Lancashire Championship. Mr. Keir was known to many present as having been captain and secretary of the Huddersfield Club, and he regarded it as an honour that the Huddersfield Club should have turned out a man like Mr. Keir, who was always a good match player—one of the best that the club ever had. Of course he excluded the old school, of whom, of those present, probably only the chairman and Mr. W. H. Wolstenholme (a former secretary of the club)

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had any knowledge. The chairman, in putting the resolution, remarked that the club had been in existence fifty years. He was a boy when it was started, and in due time he was elected president; but he retired in favour of Mr. David Marsden, the grandfather of the present Major Marsden, and he was also secretary for a great number of years. He joined in the congratulations to Mr. Keir on winning the Lancashire Championship. The resolution was heartily passed.—We have received the match card of the Sheffield Association, which, in addition to 13 matches in the Woodhouse Cup contest, gives the list of fixtures (56 matches) in the local league contest, in which eight clubs are engaged. The first match was played on October 15th, and the final is fixed for March 24th, 1902. Mr. L. J. Lean, 6, Elmore Road, Sheffield, is the match secretary; and Mr. A. B. Shaw, 240, Cricket-Inn Road, Sheffield, is the Association secretary.—The match by correspondence, arranged between Yorkshire and Kent, was started on October 18th. The teams number 50 on each side. The Yorkshire leader is Mr. G. A. Schott, and the team includes a large number of young players, whose performances will be watched with interest.—We are pleased to see that the *Yorkshire Weekly Post* is giving more attention and space to Yorkshire news. This is the proper course to follow, and will result in the column being more appreciated.—In the 'Kitchin' Memorial Correspondence Tournament, Mr. W. Atkinson, Hull, has secured a strong lead with four straight wins; he is also one of the favourites in the County Championship contest, having defeated Mr. A. E. Mercer, Sheffield, in the first round of the 'finals.'—The Bradford and District Association has arranged the details of the third annual contest for the 'Carey' Cup.' Six clubs are competing, and the programme embraces 30 match fixtures. The second team of the Bradford Club is "standing down" this season, but its place has been taken by Farsley, whose team should win the competition.

The annual general meeting of the York Club was held at the club-room, Black Swan Hotel, on October 3rd. The report was interesting reading, as it recorded a most satisfactory year. The club had won the *Bradford Observer* Trophy after four previous attempts. The attendance at the club had been the heaviest on record, the average being 13 per night twice a week. Ten matches were played, of which 8 were won, 1 lost, and 1 drawn. The "Oswald Brown" Trophy had been won by Mr. Stephens, and the 'Hunter Cup' by Mr. Nelson. Election of officers: Mr. Humphreys and Mr. O. C. B. Brown were re-elected president and secretary respectively.

Leeds C.C.—The annual meeting took place on October 7th, Mr. S. R. Meredith, president, in the chair. The report stated that the club had experienced a satisfactory year. Thirty matches had been contested, of which 20 had been won, 8 lost, and 2 drawn. The Woodhouse Challenge Cup, for Major clubs in Yorkshire had been won, and the junior players had also made "a good show" in the *Bradford Observer* Trophy contest. The annual tournaments had resulted as follows: Rayner Memorial, Mr. J. J. Spencer; Silver Cup contest, Mr. F. Schofield. The finances showed a deficit of a few pounds, and after some discussion it was decided to increase the annual subscription for ordinary members from 7s. 6d. to 10s. 6d., and for country members from 2s. 6d. to 3s. 6d. The election of officers resulted as follows: president, Mr. S. R. Meredith, hon. treas., Mr. J. Jonas; hon. sec., Mr. H. P. Coulton; captain, Mr. T. Smith.

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GAME No. 2,090.

Played in the second round Amateurs' Open Tournament, at Folkstone, May 27th, 1901.

Ruy Lopez.

NOTES BY JAS. MASON.

WHITE. Mr. J. H. BLAKE.	BLACK. Mr. H. WARD.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—Kt 5	3 P—Q R 3
4 B—R 4	4 P—Q Kt 4 ?
5 B—Kt 3	5 Kt—R 4

.....It is old experience that this short way with the troublesome Bishop is not short enough; that it really means loss of time and unnecessary weakening of the defender's position.

6 Castles !	6 P—Q 3
7 P—Q 4	7 P × P
8 Kt × P	8 P—Q B 4

.....Nor does this modification improve the original plan. Of course the consistent 8..., Kt × B would give White an important open file; but now the Pawns are weaker than before,—and the outlying Knight is put to very difficult service.

9 B—Q 5	9 B—Kt 2
10 Kt—K B 3	10 Kt—K B 3
11 B × B	11 Kt × B
12 Kt—B 3	12 B—K 2
13 B—B 4	13 Castles

.....If 13..., P—Kt 5; 14 Kt—Q 5, Kt × P; 15 R—K sq, &c., White would almost certainly have a winning advantage. Therefore Black does not attempt to gain the Pawn.

14 Q—K 2	

Or, seemingly stronger, 14 Q—Q 3. Then if 14..., P—B 5; 15 Q—K 2, &c.; or 14 .., P—Kt 5; 15 Kt—Q 5, &c., it would be for Black to better his game.

	14 P—Kt 5
15 Kt—Q 5	15 Kt × Kt
16 P × Kt	16 B—B 3 !
17 Q—Q 3	17 R—K sq

.....There would be much risk in 17..., B × P; but it might be ventured. For, with that, 18 Kt—Kt 5, P—B 4; 19 Kt—K 6, Q—B 3; discovers nothing very bad for Black, and his other line of defence from 18..., P—Kt 3 would not be desperate.

18 P—B 3	18 P—Q R 4
19 Kt—Q 2	19 Q—K 2 ?
20 Q R—K sq	20 Q × R

....Why give Queen for Rooks in such an intricate position? A transaction apparently deliberately undertaken and decidedly unfavourable.

21 R × Q	21 R × R ch
22 Kt—B sq	22 R—K 2
23 Kt—K 3	23 R—Q B sq
24 P—K R 3	24 P—Kt 3
25 Kt—Kt 4	25 B—Kt 2
26 B—Kt 5	26 P—B 5
27 Q—Q 2	27 K R—B 2

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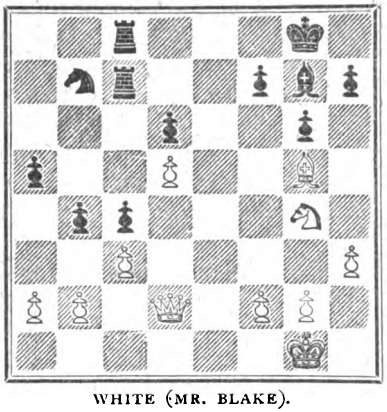
Position after Black's 27th move :—

K R—B 2.

BLACK (MR. WARD).



WHITE (MR. BLAKE).

28	Kt—B 6 ch	28 K—R sq
29	Q—B 4	

White has it all pretty much his own way from this to the end. The Rooks and Knight trouble him little; and the force of his attack upon the King is not to be denied.

		29 P—R 4
30	P—Kt 4	30 B × Kt
31	B × B ch	31 K—R 2
32	P × R P	32 R—K Kt sq
33	K—B sq	33 P—Kt 6
34	P × P	34 P × P
35	Q—K R 4	35 P—Kt 4
36	B × P	36 P—B 4
37	Q—K B 4	37 R—K B sq
38	Q—K 3	38 Kt—B 4
39	B—B 4	39 Kt—Kt 2
40	Q—K 6	40 Q R—B 2
41	Q—Kt 6 ch	41 K—R sq
42	B—K 3	42 R—Kt 2
43	B—Q 4	43 Resigns.

GAME No. 2,091.

Played in the 5th round Amateurs' Open Tournament, at Folkestone, May 24th.

Ruy Lopez.

NOTES BY JAS. MASON.

	WHITE. Mr. C. E. C. TATTERSALL.	BLACK. Mr. H. WARD.
1	P—K 4	1 P—K 4
2	Kt—K B 3	2 Kt—Q B 3
3	B—Kt 5	3 P—Q R 3
4	B—R 4	4 P—Q Kt 4 ?
5	B—Kt 3	5 Kt—R 4
6	P—Q 4	

If, for instance, too eager for gain, 6 Kt × P, Kt × B; 7 R P × Kt, Q—Kt 4; Black recovers the Pawn directly, and that with less disadvantage than he has to put up with from this steadier development Or 6 Castles would be also good for White.

		6 P × P
7	Q × P	7 Q—B 3
8	P—K 5	8 Kt × B
9	B P × Kt	

Anticipating the reply. Otherwise 9 R × Kt would be correct.

		9 Q—B 3
10	B—K 3	10 B—Kt 2
11	Castles	11 Q—K Kt 3

.....Clearly, Black loses time; and his opening. generally, is dangerously delayed. Nothing may happen of course; but if anything *does* happen, well, with only about half his forces properly disposed, it *must* be a surprise, if in his favour.

12	Q Kt—Q 2	12 P—Q B 4
13	Q—K B 4	13 B—K 2
14	Q R—B sq	14 R—B sq
15	K R—Q sq	15 Kt—R 3
16	Kt—B sq	16 Kt—Kt 5

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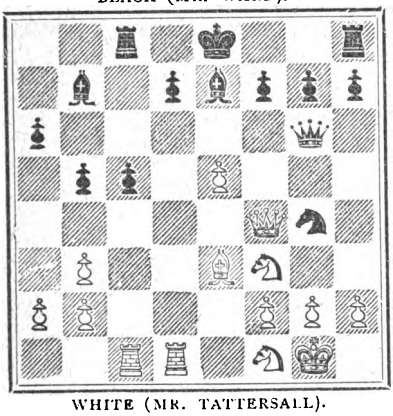
Position after Black's 16th move :—

Kt—Kt 5.

BLACK (MR. WARD).



WHITE (MR. TATTERSALL).

.....But this is very ingenious. Perhaps White should continue 17 Kt—Kt 3, and not let his King Pawn fall a victim to the device here intended.

17	R—Q 2 ?	17 Kt × P !
18	Q × Kt	18 B × Kt
19	Kt—Kt 3	19 P—B 3 !
20	Q—B 4	20 B—R sq

..... No good square for the Bishop. It might better now go to Q 6, keeping the Knight out for awhile; for when the latter gets to B 5 the position becomes very difficult.

21	R (B)—Q sq	21 P—Q 4
22	Kt—B 5 !	22 P—Q 5

.....Threatening mate, winning a piece (for a moment), but not improving his game. Black's failure is remarkable; and examination shows it to be due chiefly to the activity of the Knight.

23	P—B 3	23 P × B
24	Kt × B	24 Q—Kt 4

....If 24..., K × Kt; 25 Q—Q 6+, &c., it would be lost all the worse—very evidently. The ending favours White, but not greatly, all considered; and with more care on Black's part, winning would not be so easy.

25	Q × Q	25 P × Q
26	Kt × R	26 P × R
27	R × P	27 Castles
28	Kt—Kt 6	28 R—Kt sq ?
29	Kt—Q 7	29 R—Q B sq
30	R—Q B 2	30 B—Q 4 ?
31	Kt—Kt 6 !	31 R—Q sq
32	R—Q 2 !	32 Resigns.

GAME No. 2,092.

An off-hand skirmish, played at Hull some years ago, between Mr. Mason, of Leamington, and the late Mr. E. Freeborough, of Hull.

King's Bishop's Opening.

NOTES BY C. E. RANKEN.

	WHITE. Mr. MASON.	BLACK. Mr. FREEBOROUGH.
1	P—K 4	1 P—K 4
2	B—B 4	2 Kt—K B 3
3	Q—K 2	

A safe continuation, now very little practised, P—Q 4 being preferred as more attacking. If 3 Kt—Q B 3, Kt × P; White may play 4 Q—R 5.

		3 Kt—B 3
4	P—B 3	4 B—B 4
5	Kt—B 3	5 Q—K 2

.....In view of the position of White's Queen, Castles seems preferable, for if then 6 P—Q Kt 4, B—Kt 3; 7 P—Kt 5, Kt—Q R 4; 8 Kt × P, P—Q 3; 9 Kt—B 3, Kt × P, &c.

6	Castles	6 P—Q 3
7	P—K R 3	

This leads to future weakness. Better P—Q 3, to bring out the Q B and Kt.

		7 B—K 3
8	P—Q R 4	8 B × B
9	Q × B	9 P—Q R 3
10	P—Q Kt 4	10 B—R 2
11	P—Kt 5	

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The advance of these Pawns is not to be commended, and Black treats their oncoming very skilfully.

	11 Kt—Q sq !	
12 B—Kt 2	12 Castles	
13 Q—Kt 4		

There seems no object in this; P—Q 3 or Kt—R 3 should be played here.

	13 Kt—K 3	
14 P—Q 3		

White has already an inferior position; his Q is out of play, and if by P—Kt 3 he prevents the B Kt from going to B 5, his K's quarters will become very weak.

	14 Kt—B 5	
15 R—Q sq	15 P—B 4	
16 P × P *en pas.*		

Which lets in the B R immediately. Better Q—Kt 3.

	16 P × P	
17 P—B 4	17 K R—Kt sq	
18 Q—Q 2	18 R—Kt 6	
19 R—R 3	19 R × P	

.....Q R—Kt sq appears to be at least equally serviceable.

20 R × R	20 Kt × K P	
21 Q—B 2	21 Kt × B P	
22 Q R—Q 2	22 Kt × R dis. ch	
23 K—R sq	23 Kt—K 6	
24 Q—B 3	24 P—B 3	

.. ..Black has now won three Pawns, and he can afford to wait, without compromising his position.

25 B—R 3	25 R—Kt sq	
26 B—Kt 2		

The only way to avoid further loss of material, as the Kt cannot move; and if Q—B sq; 26..., Kt × B P. The rest is pretty well forced, and the whole latter part of the game is cleverly played by Black.

	26 Kt—B 4	
27 K—R 2	27 P—K 5	
28 Kt—K sq	28 P—K 6	
29 R—Q sq	29 Q—K 5	
30 Kt—B 3	30 Kt—K 7	
31 Q—R 3		

Mate in five moves.

GAME No. 2,093.

Played in the "Kitchin" Correspondence Tournament of the Yorkshire Chess Association.

Ruy Lopez.

NOTES BY F. P. WILDMAN.

WHITE. Mr. F. P. WILDMAN, *Leeds.*	BLACK. Mr. W. ATKINSON, *Hull.*
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—Kt 5	3 Kt—B 3
4 Castles	4 Kt × P
5 R—K sq	5 Kt—Q 3
6 Kt × P	6 B—K 2
7 B—Q 3	7 Kt × Kt
8 R × Kt	8 Castles
9 Kt—B 3	9 B—B 3

.....P—Q B 3, followed by Kt—K sq and P—Q 4, is considered to be Black's best line of play.

10 R—K 3	10 P—K Kt 3
11 Kt—Q 5	11 P—Q B 3
12 Kt × B	12 Q × Kt
13 R—Kt sq	13 Kt—K sq

.....The badly placed Knight must be removed from obstructing the Q P somehow, even though some time be lost.

14 Q—K 2	14 Kt—Kt 2
15 P—Q Kt 3	15 Kt—K 3
16 B—Kt 2	16 Q—K 2

.....The Q should have gone to her own square; this voluntary pinning of the Kt, though only for one

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move, allows of the advance of the K B P, with the effect of still keeping Black Q P at home.

17	P—K B 4	17 Q—B 4
18	Q—B 2	18 P—B 4
19	Q R—K sq	19 R—B 2
20	P—K R 4	

Not commendable, as it permits Black to seal up the approaches to his weak King's side.

		20 P—K R 4
21	K—R 2	21 P—Q Kt 4
22	P—Q R 3	22 B—Kt 2
23	P—Q Kt 4	23 Q—K 2
24	P—Q B 4	24 P × P
25	B × P	25 B—B sq
26	R (K sq)—K 2	26 R—B sq

.... If P—Q 4; 27 Q—K sq, P × B; 28 R × Kt, B × R; 29 R × B, Q—B 2; and White, though the exchange down, has a winning attack.

27	B—Q 4	27 R—K sq
28	B—B 5	

There is nothing further to be gained on the long diagonal, and this change of base of the Bishop seriously hampers Black's game.

		28 Q—B 3
29	B—Q 6	29 P—R 3
30	P—R 4	30 B—Kt 2
31	R—K 5	31 K—R 2
32	Q—Kt 6	

See Diagram

White has now command of the greater part of the board, and by playing such moves as P—R 5 and P—Kt 3, can choose his own time for delivering the assault. It is not quite apparent, however, how the breaking through process is to be accomplished, supposing Black to mark time judiciously within his own entrenchments.

32 Q × P ch

.....B—B sq might probably have brought about the line of play suggested in the last note, although White could have obtained some material gain by 33 B × Kt, P × B; 34 Q × B P, Q × R P ch; 35 K—Kt sq, Q—Q sq. The move actually made by Black, with the one following, makes a complete change in the aspect of the game.

33	K—Kt sq	33 Kt × P
34	R × R	

Mr. Atkinson here remarked that in the course of this game he had come to expect the unexpected. He thought that White's best course would have been 34 R—K 7 ch, K—R 3; 35 B × Kt ch, Q × B; 36 R × R, Q × B; 37 Q × B, R × R; 38 R × R, Q—Q 5 ch. In this view he was probably in error, as there would then be some prospect of a draw.

		34 Kt × R ch
35	R × Kt	35 Q × B
36	R—K 7 ch	36 K—R 3
37	Q—K 3 ch	37 P—Kt 4
38	Q—K 5	38 Q—Kt sq

.....R—K Kt sq allows a mate in two, and P—R 5 one in five moves.

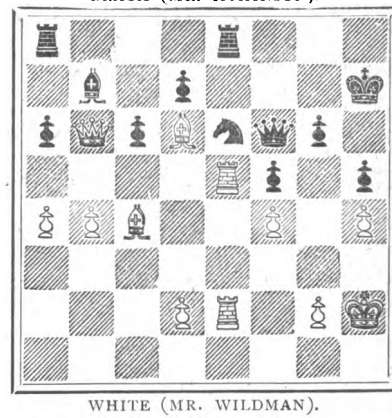
39	R × P	39 Resigns.

.. ..Q—Kt 3 would have prolonged the game, but the B cannot be saved.

Position after White's 32nd move :—

Q—Kt 6.

BLACK (MR. ATKINSON).



WHITE (MR. WILDMAN).

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GAME No. 2,094.

Played in the *Hampstead Record* Correspondence Tourney.

Petroff's Defence.

NOTES BY T. W. NEWMAN.

WHITE. Mr. F. W. FLEAR.	BLACK. Mr. T. W. NEWMAN.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—K B 3
3 B—B 4	3 Kt × P
4 Kt—B 3	4 Kt × Kt
5 Q P × Kt	5 P—K B 3

.....If 5..., P—Q 3; 6 Kt × P, P × Kt; 7 B × P ch, &c., winning the Queen.

6 Castles	6 Q—K 2
7 Kt—R 4	7 P—K Kt 3
8 R—K sq	8 P—Q B 3

.....If 8..., P—Q 3; 9 P—B 4, P—K 5; 10 P—B 5, with a good game.

9 B—Kt 3	9 P—Q 3
10 P—K B 4	10 B—K 3

.....Preparing to Castle Q R.

11 Q—Q 3	11 Kt—Q 2
12 P—B 5	12 B × P
13 Kt × B	13 P × Kt
14 Q × B P	14 Castles
15 B—K 3	15 K—Kt sq
16 P—Q R 4	16 P—K R 4

....Necessary for the development of the B.

17 B—Q B 4

17 P—B 4 and P—B 3 later would have been better. The text move facilitates the advance of Black's Pawns.

17 B—R 3

.....Better than P—Q 4 at once, which would be met by 18 B—K 2, preventing B—R 3.

18 B—B 2	18 P—Q 4
19 B—B sq	19 Q R—K sq
20 K R—Q sq	

To permit P—Q Kt 4.

	20 Q—K 3
21 Q × Q	21 R × Q
22 P—Q Kt 4	22 P—K B 4

.....A forward move, but necessary at the same time for the protection of Q P, threatened by P—Kt 5, &c. Black has to play very correctly at this stage of the game.

23 P—Kt 5	23 Kt—B 3
24 P—B 4	24 P—Q 5
25 B—Q 3	25 Kt—K 5
26 B—R 4	26 P × P
27 R P × P	27 B—K 6 ch
28 K—R sq	28 Kt—Q 3
29 R—R 3	29 P—K 5
30 B—B sq	30 P—B 5
31 K R—R sq	31 Kt—B sq
32 P—Kt 3	

White's game, previously bad, is hopeless after this move. It would probably have been better to bring the Q B into action *via* K sq.

	32 P—B 6
33 B—R 3	33 Q R—K sq
34 B × Kt	34 R × B
35 R × P	35 K—B 2
36 B—B 6	

Of course useless, but White has now no *good* move.

	36 K R—K sq
37 R (R 7)—R 4	

If 37 R (R sq)—R 6, P—Q 6; 38 R—B 6 ch, K—Kt sq, &c.

	37 R—K 3
38 B—R 4	38 B—B 7
39 Resigns.	

The K P cannot be stopped without sacrificing.

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GAME No. 2,095.

Played in the semi-final round of the Lancashire Chess Championship Tourney (1901), at Preston, Saturday, August 17th, 1901.

Sicilian Defence.

NOTES BY JAS. MASON.

	WHITE. Mr. S. KEIR, *Lancaster.*	BLACK. Rev. W. C. PALMER, *Bolton.*
1	P—K 4	1 P—Q B 4
2	Kt—Q B 3	2 Kt—Q B 3
3	Kt—B 3	3 Kt—B 3
4	P—Q 4	4 P × P
5	Kt × P	5 P—K 3
6	K Kt—Kt 5	

If less inclined to adventure, White may play 6 P—Q R 3, to avoid the pinning reply; or, allowing this, he can go on 7 P—Q R 3, B × Kt +; 8 Kt × B, with a fairly even game.

		6 B—Kt 5
7	Kt—Q 6 ch	7 K—K 2
8	Kt × B ch	

The alternative course is 8 B—K B 4, P—K 4; 9 Kt—B 5 +, K—B sq; 10 B—Q 2, P—Q 4; well-known "book," in which the advantage falls out as may happen.

		8 R × Kt
9	B—Q 2	9 Q—Kt 3

.....Either 9..., P—Q 4 or 9..., B × Kt + seems preferable now; so far as effective counter attack is concerned.

10	B—Q 3	10 P—K R 4 ?
11	Castles	11 Kt—Kt 5
12	P—K R 3	12 B—Q 3

See Diagram

.....Black's own King is too insecure to warrant any such sacrifice as is here implied. Much better retire the Knight and abide the inferior position.

13	P × Kt !	13 P × P
14	P—K Kt 3	14 Kt—K 4

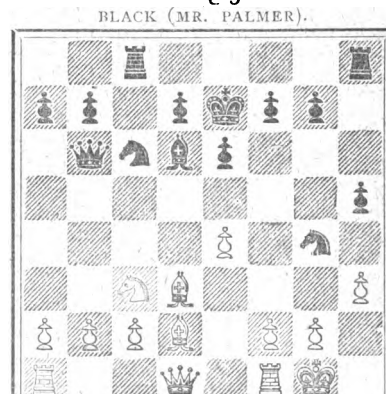
.....Nothing in 14..., B × P; 15 Q × P, helpful to Black. Actually, the recovery of the piece is but for a few moves; and then, when White attacks in turn, there is no valid defence.

15	K—Kt 2	15 Kt—B 6
16	R—R sq	16 R × R
17	Q × R !	17 Kt × B
18	Q—R 4 ch	18 P—B 3
19	Q × Kt P	19 K—B 2
20	Q—R 5 ch	20 K—Kt sq
21	R—K R sq	21 Q—B 3
22	R—Q sq !	22 B—R 6

.....Both Knight and Bishop cannot be held. So the loss of a piece becomes absolute, and the result merely a question of time. When affairs are quite settled in this state, Black very properly resigns.

23	R × Kt	23 B × P
24	Kt—K 2	24 P—K 4
25	R—Q sq	25 B—R 6
26	R—Q Kt sq	26 P—Q R 3
27	R—Kt 3	27 B—B 4
28	Kt—B 3	28 B—R 2
29	Kt—Q 5	29 Q—B 4
30	Q—B 3	30 Resigns.

Position after Black's 12th move :—
B—Q 3.



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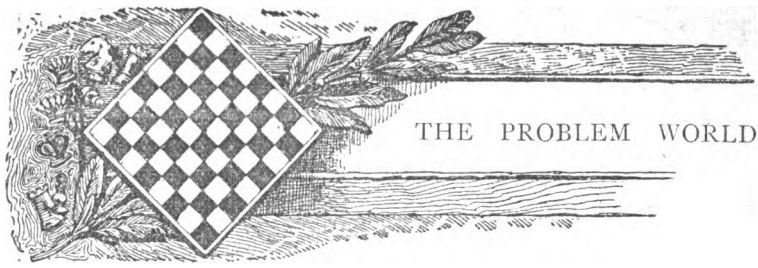

All communications respecting problems must be addressed to Mr. B. G. Laws, 21, Nelson Road, Stroud Green, London, N.

"BRITISH CHESS MAGAZINE"

ELEVENTH INTERNATIONAL PROBLEM TOURNEY.

IT gives us keen pleasure to announce that Sir J. O. S. Thursby, Bart., has indicated his appreciation of our magazine by the munificent offer of Ten Guineas to be devoted to prizes for a Tourney to be held under our conductorship for Three-move problems. This announcement will we know be greeted with universal welcome, and we trust the results will be equally gratifying to the donor, the contributors, and ourselves. Next month we shall (after consulting Sir John Thursby) be able to present full particulars, but this preliminary intimation is given in order that composers may have more time at their disposal to do their best to compete with their best efforts. The Ten Guineas will be split up as follows:—

FIRST PRIZE - - - -	**Five Guineas.**
SECOND PRIZE - - - -	**Three Guineas.**
THIRD PRIZE - - - -	**Two Guineas.**

NETHERLANDS CHESS ASSOCIATION PROBLEM TOURNEY.—At page 425 last month we gave the first prize problem, by J. Bartsch, of this tourney. We now give the three other prize problems.

Second prize, by V. Marin (Barcelona).—3 R 4 / 3 B 3 kt / 3 Kt 2 Q 1 / 2 p p 4 / 3 Kt p P 2 / 3 k 2 p 1 / 3 B p 1 p b / 4 K b r r /. Mate in 3.

Third prize, by E. Pradignat (Saujon).—2 B 5 / 2 P 3 K 1 / 1 P 1 P 1 P 2 / 2 B r k 3 / 2 Q 3 p 1 / 2 p 3 P 1 / kt 1 P 1 p r 2 / 8 /. Mate in 3.

Fourth prize, by Konrad Erlin (Vienna).—8 / p b Kt 3 kt 1 / kt 4 B 2 / Q 3 p 2 q / p 2 k 1 p 2 / 3 P p 3 / 2 B R p r 2 / 1 K 2 b 3 /. Mate in 3.

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ALL-IN SOLUTION TOURNEY.—Score Table :—

	Old Score. (See October.)	1625	1626	1627	1628	Oct. Totals.
§"East Marden"	222 ...	2	2	2	2 ...	230
‡‡A. C. White	118 ...	2	2	2	2 ...	126
‡C. S. Earle	112 ...	2	2	2	2 ...	120
‡Chas. Johnston	354 ...	2	2	2	2 ...	362
‡W. H. Thompson	284 ...	2	2	2	2 ...	292
**"Gibson"	94 ...	2	2	2	2 ...	102
††"Beta"	385 ...	2	2	2	2 ...	393
††E. W. Brook	115 ...	2	2	-2	2 ...	119
††J. J. O'Hanlon	398 ...	2	2	2	2 ...	406
††J. D. Tucker	90 ...	2	2	2	2 ...	98
††P. L. Osborn	89 ...	2	2	2	2 ..	97
†Capt. G. A. Forde	23 ...	2	2	-2	2 ...	27
†R. M. Peake	387 ...	2	2	2	2 ...	395
*"D.C.T."	396 ..	2	2	2	2 ...	404
*T.D.	17 ...	2	2	-2	2 ...	21
*S. H. H.	284 ..	2	2	2	2 ...	292
*J. Y. Fullerton	219 ...	2	2	-2	2 ...	223
*F. Kent	Cancelled	2	2	-2	2 ...	4
*E. E. Westbury	188 ...	2	2	2	2 ...	196
*G. Woodcock	164 ..	2	2	2	2 ...	172
C.F.B.	49 ...	2	2	-2	2 ...	53
A. Baker	317 ...	2	2	2	2 ...	325
H. S. Brandreth	217 ...	2	2	-2	2 ...	221
G. H. C.	311 ...	2	2	2	2 ..	319
J. W. Malcolm	175 ...	2	2	2	2 ...	183
"Cigaro Nicotini"	119 ...	2	2	-2	2 ...	123
W. A. Collier	71 ...	2	2	2	2 ...	79
O.R.F.	29 ...	2	2	2	2 ...	37
D. C. Gregson	90 ...					
A. J. Head	241 ...	2	2	2	2 ...	249
W. Mears	36 ...	2	2	2	2 ...	44
"Scorpio"	...	2	2	-2	-2 ...	0
"Selbats"	346 ...	2	2	2	2 ...	354
G. Whittle	127 ...	2	2	-2	2 ...	131
"K.W."	301 ...	2	2	-2	2 ...	305

* Previous winners. † Twice winners. †† Winners three times.
** Winners four times. ‡ Winners five times. ‡‡ Winner six times.
§ Winner seven times.

Additional solutions.—"Daddy" has solved Nos. 1626 and 1628; and G. P. Devey 1625, 1626, and 1628.

Problem No. 1627, by F. Bonner Feast, has brought a bunch of our solvers down by its crafty tries, and as far as our experience goes in the *B.C.M.* for a two-mover, it holds the record.

J. J. O'Hanlon has this month had his perseverance rewarded by a second rise.

"MANCHESTER WEEKLY TIMES" PROBLEM TOURNEY.—Supplemental to the conditions given in our last month's issue, we are requested to state that Mr. P. H. Williams has offered a copy of the *Chess Bouquet*, with an

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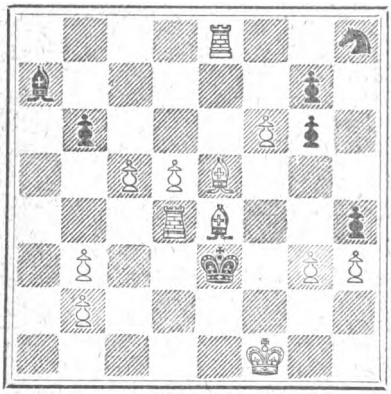
additional prize if results so warrant, for the best three-mover having six pieces all told, or fewer than six. This is to be regarded as a separate competition. The *M. W. T.* has extended the time for the receipt of entries to the 1st of December next.

VIENNA SCHACHZEITUNG PROBLEM TOURNEY.—We have to chronicle once more another important success of A. J. Mackenzie's. In this competition 119 problems were entered, nine of which have been awarded prizes. The following is the list of prize-bearers: first, A. F. Mackenzie, of Kingston (Jamaica); second, M. Feigl, of Vienna; third, E. Pradignat, of Saujon; fourth, Zdeneke Mach, of Bohemia; fifth, M. Feigl, of Vienna; sixth, M. Feigl, of Vienna; seventh, K. Erlin, of Vienna; eighth, J. Colpa, of Leiden; ninth, K. Erlin, of Vienna.

By A. F. MACKENZIE, Jamaica.

BLACK.



WHITE.

White to play and mate in three moves.

We give Mr. Mackenzie's problem, which the judges have pronounced to be the finest of modern problems. Without going this length, because even Mr. Mackenzie has produced finer work, we cannot concur in this statement, though we acknowledge the accompanying position has great merits, and deserves to be admired and studied. Had the remark been made that it is the finest three-er of modern times without a White Queen, we should have been disposed to concur.

"SYDNEY MORNING HERALD."—The seventh International Problem Tourney of this paper has been started. The following are the conditions, though we fear the notification may come rather late to be of much use to English composers, unless they have eligible entries ready in their note-books. (1) Competitors may send in as many original problems in diagram, accompanied by full solutions, as they please. "White to play and mate in two moves." (2) Each problem to have a motto, and not the composer's name. The name and address to be enclosed in a separate sealed envelope, with the like motto. The seal will not be broken until the awards are made. (3) Each problem to have but one author, not to have competed in any other tourney, or been published before. (4) Problems to be addressed: "The Editor," the *Sydney Morning Herald*, Sydney, Australia, and reach the office by December 1st next. The prize offered for the problem which the judge, Mr. J. J. Glynn, of Ryde, deems best, is five guineas. Should he so recommend, two special prizes will also be given.

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FACTS AND TRIFLES.—Mr. W. H. Thompson writes us that on the question of difficulty as applied to the entries of our Sui-mate Tourney, he is a little perplexed at the judge's scaling under that heading. He says: "'A "trifle' scores 6 on this count. Now I found this the most difficult problem "but one ('To be or not to be') in the Tourney, and as you can see in the "February *B.C.M.*, only 17 attempted it, of which seven were entirely "wrong. 'Et reliquit nos' scores 9, and was solved by 24, but here is "full list:—

No. of Problem.	No. of Solvers.	Theoretical Difficulty.
22	11	6
18	13	12
39	15	10
20	16	11
40	16	8½
4	18	10½
38	19	9½
12	20	8
13	20	7½
31	21	8½
14	23	10½
24	24	9
32	24	7½
21	26	5

"Theory and practice do not exactly agree here. I am the last to approve "of putting the judgment of problems to the vote of solvers, but I do think "that difficulty is an exception. An ideal solver would never find any "difficulty."

The *Bristol Times and Mirror* commence this month a Three-move Competition, but the detailed information is too late to be of any service to our readers, but perhaps some would like to take a hand in the Solvers' competition, for which three book prizes are offered.

The particulars of an Open-to-the-world Two-move Tourney will shortly be announced in connection with the *Des Moines Leader*, Iowa.

Mrs. J. W. Baird's collection of problems is expected to be ready for delivery early in the New Year. The price has been fixed at half a guinea. The problems will, like the positions in the late Mr. Gilberg's collection, be printed in colours. The clever authoress has received gratifying encouragement, which can be readily understood, since this will probably prove to be the largest collection of problems brought within the compass of "kiver to kiver," and thus establish a double record. We learn from one source that the problems will number 700, and whilst we deprecate the recording in permanent form of so many works, many of which must be below par, we wish success to the venture of the ablest lady composer who so well upholds for England's glory and women's rights in the poetry of chess throughout the world.

We have received a collection of fine problems, edited by J. A. Ros, whose name is familiar to English problemists, all the work of Swedish composers; it is in fact a National collection of 370 problems. It is published at Stockholm, but we must reserve a fuller notice for a future issue.

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SOLUTIONS AND CRITICISMS.

By F. A. L. Kuskop (page 339).—1 Kt—Q B 4, K × Kt, K—K 5, or P's move; 2 Q × P ch, &c. If 1..., K—B 3; 2 Kt—Kt 6, &c. If 1..., K × Kt; 2 Q—Q 6 ch, &c. The solution of this problem is pretty plain sailing, though pretty. The key move though giving Black two flight squares is a necessity if White is to have any real command of the position. It is a pity the two advanced White Pawns are wanted. Solved by G. Whittle, C. Johnston, J. D. Tucker, T.D., A. C. White, G. Woodcock.

By E. Samuel (page 339).—1 Q—K B 8, Kt—B 7; 2 Kt—B 3 ch, &c. If 1..., K—B 6; 2 R—B sq ch, &c. If 1..., K—K 6; 2 R—K sq ch, &c. If 1..., P—Kt 5; 2 Q—B 4 ch, &c. This problem is on less familiar lines than those of Mr. Kuskop's two problems, and for this reason we rather prefer it. It is fairly economical, two of the mates being quite pure, one of which is brought about ingeniously. Solved by G. Whittle, C. Johnston, J. D. Tucker, T.D., A. C. White, G. Woodcock, H. S. Brandreth.

By F. A. L. Kuskop (page 340).—1 Q—Kt 2, K—K 5; 2 Q—B 3, &c. If 1..., K—B 5 or P—B 6; 2 B—R 6 ch, &c. If 1..., P—Kt 4; 2 K—B 5, &c. A rather weak rendering of an old but capital idea; that which is new here is not very interesting. The key is really a poor one. Solved by G. Whittle, T.D., A. C. White, G. Woodcock, H. S. Brandreth

By T. Kinsella (page 340).—The top rank of this position should read: 3 kt 3 b /. 1 Q—B 3, B × Q; 2 Kt × B ch, &c. If 1..., K—K 4 or P—Q 7; 2 B—Kt 2 ch, &c. If 1..., K—B 4 or 6; 2 Kt—K 4 ch, &c. If 1..., others; 2 Q—K 3 ch, &c. A very good problem, with pleasing variety. The key is good, and though on Black accepting the sacrifice the piece which effects it is whipped off, the variation itself is clean cut and pretty. There are duals in reply to a few moves of Black consequent upon the double threat, but they are not of serious importance, and notwithstanding the blemish we should have placed this problem in front of the preceding position. Solved by G. Whittle T.D., A. C. White, G. Woodcock.

By F. A. L. Kuskop (page 340).—We do not think it necessary to make further comments upon this problem beyond referring our readers to our remarks upon it under the motto of "Economy" in our last November, February, and March issues. Solved by G. Whittle, "Cigaro Nicotini," C. Johnston, J. D. Tucker, A. C. White, G. Woodcock, H. S. Brandreth.

By F. A. L. Kuskop (page 340).—1 Kt—Q 2, &c. Obviously this problem has been anticipated to such an extent, it should not have stood in. Solved by G. Whittle, "Cigaro Nicotini," J. D. Tucker, A. C. White, G. Woodcock.

By F. A. L. Kuskop (p. 340).—1 Q—B 2, &c. A very fair representation of an idea that has tempted many composers. Here a new variation has been introduced after 1..., K × B, but it is not clever. Curiously enough a similar position has been entered in the current tourney of *La Stratégie*. Solved by G. Whittle, A. C. White, G. Woodcock.

By J. L. Power (page 340).—1 Q—K R 8, &c. A well varied "threat." There is some interesting life in it, and though apparently awkward in some respects in its setting, it is a fair piece of two-move work. The duals are decided blemishes, but their removal is a puzzle probably without a satisfactory solution. Solved by G. Whittle, A. C. White, G. Woodcock.

By R. Steinweg (page 341).—1 Kt—Q 2, &c.

By P. Siedenschnur (p. 341).—1 Kt—Q 3, &c. Both solved by A. C. White, G. Woodcock.

By E. S. Campling (p. 341).—1 K—B 7, &c. A neat and simple version of a marked idea, but it should here be pointed out that there is a difference in the idea of this problem and Mr. Heathcote's 2-er (see page 225), in the fact that in Mr. Campling's White captures one of the checking pieces, and in Mr. H's position, the White King simply steps aside to inflict mate by discovered check. This is a feature which we fear has been overlooked by nearly everybody, and it is an important one. Solved by G. Whittle, "Cigaro Nicotini," C. Johnston, J. D. Tucker, A. C. White, G. Woodcock, H. S. Brandreth.

"Much ado" (page 342).—1 B—Kt 4, &c.

By B.G.L. (page 342).—1 B—Kt 4, &c.—Both solved by G. Whittle, J. D. Tucker, A. C. White, G. Woodcock.

E.D.P. (page 343).—1 Q—B sq, &c.

H. and H. E. (page 343).—1 Q—K sq, &c. Both solved by G. Whittle, A. C. White, G. Woodcock.

By T. Taverner (page 344).—1 Q—R 2, &c. Apart from the key move, which is ather milk and watery for Mr. Taverner, this is a clever construction of its kind, the

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self obstructing moves of Black, with consequent replies by White, are quite interesting. Solved by G. Whittle, "Cigaro Nicotini," W. A. Collier, J. D. Tucker, A. C. White.

Anonymous, "The Fishing Rod" (page 344).—1 R—Kt 5 ch, &c. Solved by G. Whittle, C. Johnston, J. D. Tucker, A. C. White, G. Woodcock.

By A. Cowling, "The Brook" (page 344).—1 B—Q 2 ch, 2 R—Kt 4 dbl. ch, 3 B—Q 4 ch, 4 R—Kt 6 ch, 5 R—Kt 7 ch, 6 B—B 7 ch, 7 R—Kt 6 ch, 8 Kt—Q 5 ch, Kt × Kt mate—and we have the initial letter of the author of "The Brook"—the late poet laureate. Solved by G. Whittle, A. C. White, G. Woodcock.

By C. A. Gilberg, "The Anchor" p. 345.—White mates: 1 Q—Kt 3 ch, &c. White self-mates: 1 Q—Kt 3 ch, &c. Black mates: 1 P × B ch, &c. Black self-mates: 1 Kt—B 5 ch, &c. Solved by G. Whittle, C. Johnston, A. C. White, G. Woodcock.

By J. Keeble, "The Ensign" (page 345).—1 Q—Q sq, &c. Solved by G. Whittle, C. Johnston, J. D. Tucker, A. C. White, G. Woodcock.

No. 1617, by E. E. Westbury. Two solutions: 1 Q—B 5, &c., and 1 R × P dis. ch, &c.

No. 1618, by Rev. R. J. Wright.—1 Q—K 6, &c. An easy key. There are two fairly decent mates, but the duals are bad and the economy is poor.

No. 1619, by E. J. Winter-Wood.—1 Q—Q R 8, &c. Disappointing, for though there are two clean mates the problem is grossly uneconomical. White has his full compliment of pieces, and yet there are only three mates. The dual is a serious flaw in a composition of this class.

No. 1620, by A. C. White.—1 R—Kt 5, &c. Perhaps this two-mover is the best on the page, but that is faint praise. None of the composers have done justice to their skill. It is curious that each name commences with a W. The mates on the two defences of the Knight are points, but although in the present setting the White Kt is wanted, its presence is annoying.

No. 1621, by A. C. White.—1 Q—K B 3, P—Kt 3; 2 Q—B 4, &c. If 1..., P—Kt 4; 2 Q—R 5, &c. If 1..., K—Kt 4; 2 Kt—R 7 ch, &c. A nice little arrangement with two pretty variations, which are all the more to be admired by reason of the quiet second moves.

No. 1622, by W. A. Shinkman.—1 Q—R 2, K × R (Q 6); 2 B—B 5, &c. If 1..., K × R (B 4); 2 Q—Kt 8, &c. An odd idea in duplicate. It is curious how weak White is with such abundance of force.

No. 1623, by Mrs. Baird.—1 Kt—K 3, K—K 4; 2 Q—Q 7, &c. If 1..., K—B 4; 2 Q—B 8 ch, &c. If 1..., P—B 4; 2 B—B 4 ch, &c. If 1.., K—K 2; 2 B—B 8 ch, &c. The worst part of this problem is the key, which stops the advance of the King's Pawn, and White's Pawns indicate the approach of the Black King. The after play is clear cut and the construction economical, the mates being very pleasant. It is to be regretted the W.P. is wanted at Q B 7, because it takes a degree of purity away from the mate when King is at K 2.

No. 1624, by W. Finlayson.—The author's key will unfortunately not answer 1 Kt—R 5, K—K 5; 2 Q—Kt 3, B—Kt 3 !; 3 K—Q 2, B × Kt.

By F. Scrufer (page 386).—1 Q—Kt 6, P × Q; 2 Kt—K 8, &c. If 1..., K—B 3; 2 Kt—K 8 dbl. ch, &c. If 1., K—Q 5; 2 Q—Kt 2 ch, &c. If 1.., any other; 2 Kt (Q 6)—B 7 ch, &c. There is not much in this problem beyond the single thematic idea, which in itself is clever and none too easy to discover. It is a composition after the German school, the duals by reason of the double threat (2 Kt—B 4 or B 7) not being blemishes sufficiently bad to justify eradication. Solved by R. M. Peake, G. Whittle, W. Mears, K.W., A. C. White, G. Woodcock, T.D.

By J. Keeble (page 386).—1 Q—Kt 6, &c. A very neat arrangement of the idea, carrying with it marked purity. It is a pity the Queen is moved to prevent the Kt's Pawn from moving. Solved by R. M. Peake, E. W. Brook, G. Whittle, W. Mears, K.W., Chas. Johnston, "Cigaro Nicotini," A. C. White, H. S. Brandreth, G. Woodcock, "East Marden."

By W. R. Coe (page 386).—1 Kt—R 4, &c. A two-mover with an unusual class of key-move and some unusual mates. Of its kind it is a fairly good problem, the construction though in places stuffy, is accurate. Solved by R. M. Peake, G. Whittle, W. Mears, K.W., C. Johnston, "Cigaro Nicotini," A. C. White, H. S. Brandreth, G. Woodcock, "East Marden," T.D.

By W. A. Clark (page 386).—1 Q—R 6, &c. Not an elegant looking affair, but there is some clever play, duals being in some cases ingeniously met. One would, however, expect more variety from the twenty-one men engaged. Solved by R. M. Peake,

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E. W. Brook, G. Whi tle, W. Mears, K.W., "Cigaro Nicotini," A. C. White, H. S. Brandreth, G. Woodcock.

By W. Greenwood (page 386).—The fifth rank, counting from the top, should read 3 B k 1 p P. 1 R—B 5, &c. A conventional block, but very well rendered. The White B at Q B 8, and consequent Black P at Q 2, are not a happy addition. Solved by R. M. Peake, E. W. Brook, G. Whittle, W. Mears, K.W., "Cigaro Nicotini," A. C. White, G. Woodcock.

By H. F. W. Lane (page 387).—1 R—B 6, &c. An artistic presentment of an "old familiar." There is a pure mate, whilst others are pleasing. It is well varied for the force employed. Solved by R. M. Peake, E. W. Brook, G. Whittle, W. Mears, K.W., "Cigaro Nicotini," W. A. Collier, A. C. White, H. S. Brandreth, G. Woodcock, "East Marden," T.D.

By H. W. Barry (page 387).—1 B—R 7, &c. An elaborate position with indifferent economy. The key move can easily be spotted, because of the present helpless position of White's K B. Solved by R. M. Peake, E. W. Brook, G. Whittle, W. Mears, K.W., Chas. Johnston, "Cigaro Nicotini," K.W., A. C. White, H. S. Brandreth, G. Woodcock, "East Marden," T.D.

No. 1625, by N. Maximow.—1 Q—B sq, &c. One solver in sending his solution writes of Maximow's 2-ers that you have only to see if the White Queen can go behind something, if it can, the problem is solved. This is a nice little problem, and though not difficult is very pleasing.

No. 1626, by E. J. Winter-Wood.—1 K—B 8, &c. A capital key move, followed by neat play. We do not however like the presence of the White Rook, Black Kt at R 8, and Pawn at B 4. These seem to be plastered on for the sake only of two commonplace mates.

No. 1627, by F. Bonner Feast.—1 P—Kt 5, &c. A two-mover with no very special features. The key move has, however, a peculiar merit. The problem apparently being a "pure waiter," it does not at first sight seem likely that White must give up the mate at R 8, after 1..., K—K 4. It is astonishing how many good solvers have been tripped.

No. 1628, by A. C. White.—1 Q—R 3, &c. An original little two-mover, with capital key, and the variations blend naturally and are somewhat pretty.

ANSWERS TO CORRESPONDENTS.

H.S.B., J.Y.F.—That's a nice move of yours in problem 1627. Our reply is 1 .., B × K!

DADDY.—K—K 4 answers 1 Q—Kt 7 in 1625, and K × R in 1627.

T.H.B. (Birmingham).—Thanks. Surely you did not imagine that anyone could ever forget the *B.C.M.*!

F.C.L.W.—Please look at the original proposition given in our July issue (p. 306). Have you not tried to anticipate backwards!!

K.W. (Sidworth), G.A.F., C.F.B., G.P.D.—In 1627 try 1..., Kt—K 7.

E.W.B.—There is no need to give such elaborate solutions as you send: it is simply a waste of time to write out every available move of Black. If you take the solutions given in the *B.C.M.* as a guide, you would be saved trouble—we regard such information as quite sufficient. Several times we have noticed inaccuracies in your transcripts, due we expect to prolixity. For instance in problem 1626 you give as key move 1 K—B 4, but we can see you intended the proper key. In 1627 you cannot claim after 1 B—Q Kt 5, K × R; 2 Q—K 3 is mate. In Mr. Coe's problem try 1..., Kt × Kt to your key.

A.E.M (Sheffield).—We note the contents of your letter and will endeavour to see to the rectification. The 2-er you refer to appears in current issue. It was in hand before we received your request. First come first served must prevail, unless there are special reasons to the contrary.

F.K. (Hatfield).—We daresay oversight scores! It makes no difference as you say now. In 1627 have you tried 1 .., Kt × B?

G.W. (Maida Vale).—In 1627, 1..., Kt—Q 6 ch sets White back a bit.

"CIGARO NICOTINI."—1 R—R 5 is met by 1..., Kt × P in 1627.

G.P.D.—In 1627, no mate if 1..., K × R after 1 B—Kt 5.

T.D.—In 1627, B—R 7 ch cannot be ignored.

"SCORPIO."—Please save us from a fancy notation. Two of your solutions are incorrect.

C.S. and S.H.H.—Sorry but 1 Kt—R 5 fails to solve 1525. We think you are let off lightly!

E.E.W., M.L. (St. Paulo), J.Y.F., T.H.B. are thanked for their problems.

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PROBLEMS.

No. 1637.

By N. MAXIMOW,
St. Petersburg.

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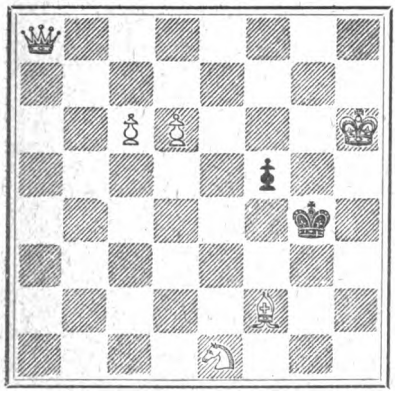

WHITE.

White mates in two moves.

No. 1638.

By ARTHUR E. MERCER,
Sheffield.

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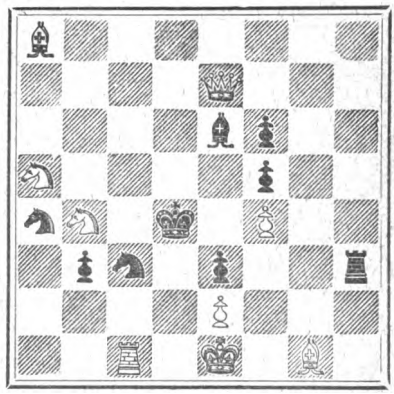

WHITE.

White mates in two moves.

No. 1639.

By W. A. CLARK,
Molesey.

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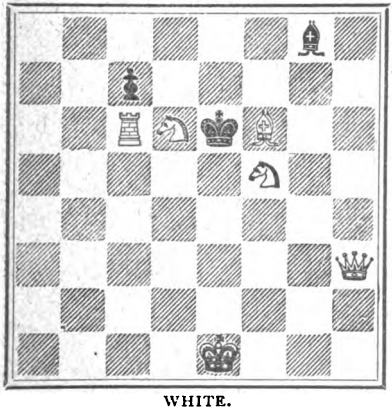

WHITE.

White mates in two moves.

No. 1640.

By G. H. CLUTSAM,
London.

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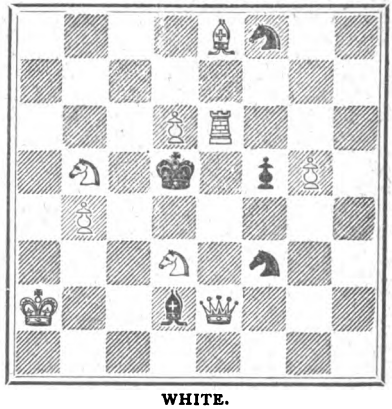

WHITE.

White mates in two moves.

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PROBLEMS.

No. 1641.

By A. C. WHITE,
New York.

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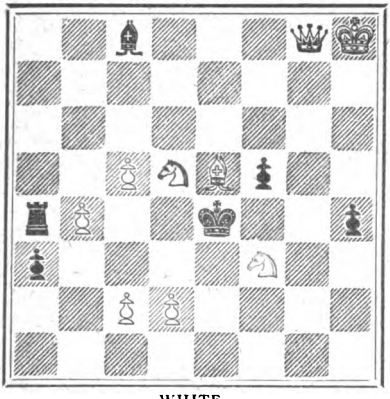

WHITE.

White mates in three moves.

No. 1642.

By G. H. CLUTSAM,
London.

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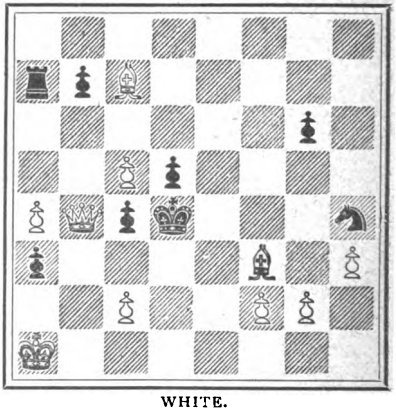

WHITE.

White mates in three moves.

No. 1643.

By F. M. TEED,
New York.

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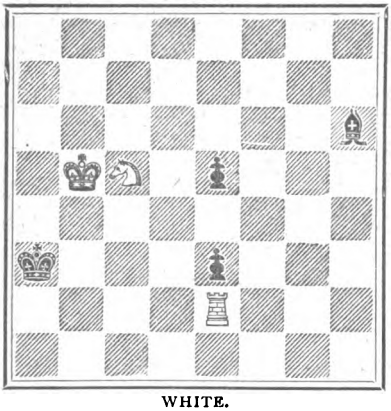

WHITE.

White mates in four moves.

No. 1644.

By REV. ROGER WRIGHT,
Worthing.

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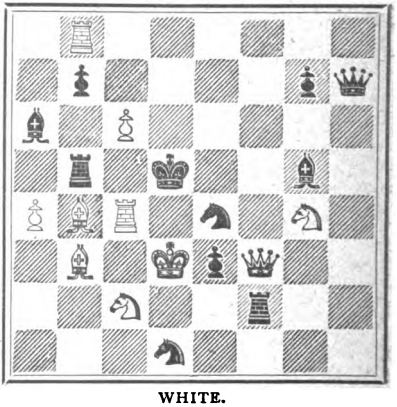

WHITE.

White compels Black to mate in two moves.

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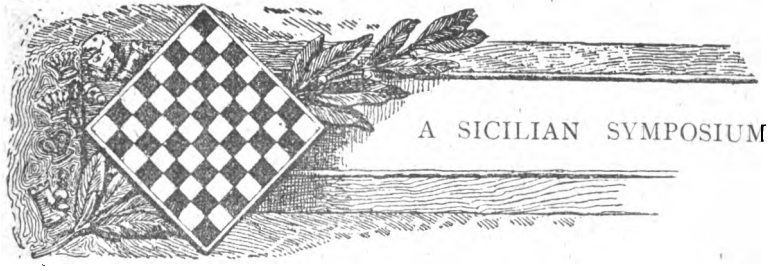
BRITISH CHESS MAGAZINE.

DECEMBER. 1901.



A SICILIAN SYMPOSIUM.

THE Sicilian Defence, for many years under a cloud and almost entirely abandoned, or at any rate confined to the Fianchetto variations, has lately become very fashionable again. The revival may have been due to distaste for wriggling out of the Ruy Lopez octopus-like grip, or to the French being a bit played out, or merely to the fact that something new in the defence occurred to one of the masters, and that this lead the fashion.

To go right into the Sicilian Defence is not the intention of this article, which is built up of a collection of notes some of which are derived from the *Schachmaty Obozenie*, some from the *Nordisk Skaktidende*, and others from an infinite variety of sources.

In the first place this article deals only with the variation in which Black plays P—K 3 early in the opening moves. The best part of the article refers to the defence as played by Mieses and by Blackburne, and that variation does not receive much to add to its stability in the analyses we are going to quote. This variation is that in which Black develops his Q Kt before developing his K Kt. Now if Black intends a Fianchetto it makes no difference, apparently, which Knight comes out first, but if Black has played 2..., P—K 3 (for P—K 3 is best played right away if it is played at all), then developing the K Kt leads to one kind of game and the Q Kt to another. The difference is demonstrated in the following:—

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No. 1.—Q Kt Var.

WHITE.	BLACK.
1 P—K 4	1 P—Q B 4
2 Kt—K B 3	2 P—K 3
3 Kt—B 3	3 Kt—Q B 3
4 P—Q 4	4 P × P
5 Kt × P	5 Kt—K B 3

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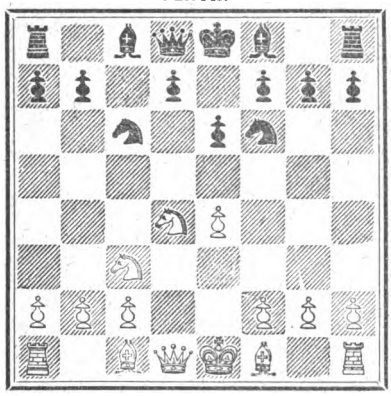

WHITE.

No. 2.—K Kt Var.

WHITE.	BLACK.
1 P—K 4	1 P—Q B 4
2 Kt—K B 3	2 P—K 3
3 Kt—Q B 3	3 Kt—K B 3
4 P—Q 4	4 P × P
5 Kt × P	5 B—Kt 5

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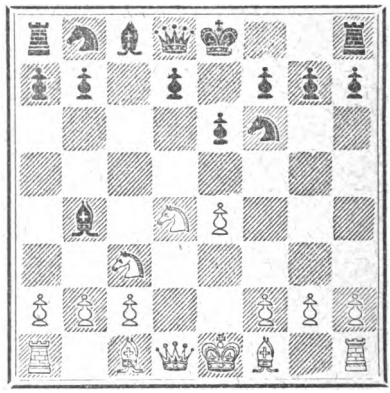

WHITE.

In each of the above White is to move. In the first he has to protect the K P, in the second he may go on with K Kt—Kt 5.

Leaving No. 2 alone, we go on with No. 1.

6 K Kt—Kt 5

Other moves are 6 B—K 2, 6 P—Q R 3, &c. White in fact is not restrained as in the variation diagrammed on No. 2. Dr. Tarrasch notes here, "This move leads to an equal game." Dr. Svenonius, writing in the *Nordisk Skaktidende*, analyses it to the very great advantage of White. Black's reply is—

6 B—Kt 5

In the Paris and Monte Carlo Tournaments the usual reply was here 7 P—Q R 3, but Dr. Tarrasch, writing in the *Deutsches Wochenschach*, says in his annotation to this move: "In my 'Dreihundert Schach Partein,' on page 44, appears the following note about this move: "Once the Knight is placed on Q Kt 5, then it follows to give check at Q 6. With the move in the text White loses no less than three *tempos*. This variation, notwithstanding its erroneousness, is often employed in tournaments. So I wrote seven years ago, and at the present day I am astonished and more—I permit myself to say—indignant that such masters as Pillsbury and more Marco, who are not only practical players but almost the finest theoreticians, should still employ this *idiotic* move! . . . . What would be said if the player of White offered to his opponent on his sixth move to take off the board (by agreement) the Black King's Bishop and the Knight on Kt's 5th?"

The *Deutsche Schachzeitung* says: "This move (7 P—Q R 3) although recommended in the manuals, is not very strong, as shown in the recent

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tournaments. A much better move, embarrassing to Black, seems to be the simple 7 B—K B 4."

M. I. Tchigorin writes in the *Novoe Vremya* as follows: "It is established that with 7 Kt—Q 6 ch, K—K 2!; 8 B—K B 4. P—K 4; 9 Kt—B 5 ch, K—B sq; 10 B—Kt 5, P—Q 4; 11 P × P, B × Kt, White does not obtain a sufficiently good position. Therefore the late Herr English, in a tournament game with L. Paulsen, instead of playing 7 Kt—Q 6 ch, played 7 P—Q R 3. His opponent replying 7..., B—R 4; 8 P—Q Kt 4, B—B 2, obtained a poor game, and finally lost. It is undoubtedly better for Black not to lose time but to take the Kt on B 3. But as Black is almost inevitably obliged to play P—Q 4, and without advantage to himself isolate the Q Pawn, which needs constant defence, therefore in this variation many considered the position of Black to be not quite satisfactory. However Herr Mieses, in his well-known tournament game with Mr. Pillsbury, at the Paris Tournament, 1900, left his opponent to win the isolated Q P, but compensating himself with the attack, obtained very good results." M. Tchigorin goes on to instance other recent games showing Black's resources. In one of the Monte Carlo games Herr Schlechter introduced instead of 7 P—Q R 3 the move—

7 B—K B 4.

Blackburne in reply played 7..., P—K 4; but Schlechter won as a result of the weakened Q P. Tchigorin however discusses—"But is 7 B—K B 4 a good move? I meant to try it in a later tournament game with Mieses, but in time I noticed that Black, taking the K Pawn with the Knight, and allowing White to win the Q R, might obtain an attack very dangerous for White. More detailed examination of the variation now confirms my fears." Tchigorin gives two variations, after 7 B—K B 4, Kt × P. (*a*) 8 Kt—B 7 ch, K—K 2!; 9 Kt × R, Kt × Kt; 10 P × Kt (if Black had played 8..., K—B sq, White could here get an advantage by 10 B—Q 6 ch), B × P ch; 11 K—K 2. P—K 4; 12 B—K 3. B × R; followed by P—Q 3 and B—K 3, and Black capturing the Knight, preserves at the very least his advantage in Pawns. (*b*) 8 Q—Q 3, P—Q 4; 9 Kt—B 7 ch, K—B sq; 10 Kt × R, P—K 4, Black will have two Pawns for the exchange. If 11 B—Q 2, then Kt × B; 12 Q × Kt, P—Q 5; 13 P—Q R 3, B—R 4; 14 P—Q Kt 4, Kt × P; 15 P × Kt, B × P; 16 R—R 3, B × R; 17 Kt—Kt 5, B—B 4; 18 Kt (R 8)—B 7, P—Q R 3, &c. Generally White is in very great trouble, and even if he barely escapes the attack, White will not be able to save the Kt at Q R 8.

But at this point there comes in an interesting analysis from the pen of Dr. Svenonius, which is published in the *Nordisk Skaktidende*. Dr. Svenonius is certain that 7 B—K B 4 is a good move, and he gives the following variations, which, if correct, prove M. Tchigorin's fears to have been groundless, and the capture 7..., Kt × K P unsound; and further, that the move 7 B—K B 4 is a very difficult one to answer.

Two relatively strong continuations, says Dr. Svenonius, come into consideration.

I.

7	———	7 Kt × P
8	Q—B 3	

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[A.]

	8	Kt × Kt
9	P × Kt	9 B—R 4
10	Kt—Q 6 ch	10 K—B sq
11	Castles Q R	11 Q—K B 3

.....If 11..., P—K B 3; then 12 Q—R 5, P—K Kt 3; 13 Q—R 6 ch, K—Kt sq; 14 B—Q B 4, B × P; 15 Kt—K 4, Q—R 4; 16 B—Q 6, K—B 2; 17 R—Q 3, &c., with a strong attack.

12	Kt—K 4	12 Q—B 4
13	P—K Kt 4	13 Kt—K 4
14	P × Q	14 Kt × Q
15	B—Q 6 ch, and wins.	

[B.]

	8	P—Q 4
9	Kt—B 7 ch	9 K—B sq
10	Castles Q R !	10 Kt × Kt
11	P × Kt	11 B—R 6 ch
12	K—Kt sq	12 R—Q Kt sq

..... After 12..., P—K 4; 13 Kt × R, P × B; 14 Q × Q P, White saves his Kt from loss if 14 ..., Q—K 2; 15 B—Kt 5; or if 14..., Q—B 3, then 15 B—B 4, B—K 3; 16 Q—Q 3, B × B; 17 Q × B, B—Q 3; 18 Q—Q 5, K—K 2; 19 K R—K sq ch, K—Q 2; 20 P—Q B 4, P—Kt 3; 21 R—Q 3, &c.

13	Kt—Kt 5	13 P—K 4
14	B—K 3	14 Q—K 2

.....Or 14..., Q—R 4 !

15	Kt × B	15 Q × Kt
16	R × P	

White has now obtained the advantage. The continuation is very interesting after.

		16 Q—R 5
17	B—Q Kt 5	17 Q—K Kt 5
18	B—B 5 ch	18 K—Kt sq
19	B × R P	

If Black had played 17..., Q—R 4, then this same manœuvre could still ensue, as if in that case 19..., Kt × B; then 20 Q—K Kt 3, followed by 21 Q × K P. Or if 19..., B—Kt 5; 20 Q—K 4, Kt × B; 21 R × P, P—K Kt 4; 22 Q—K 3. Or if 21..., P—R 4; then 22 R—K 8 ch, R × R; 23 Q × R ch, K—R 2; 24 B—Q 3 ch, P—K B 4; 25 Q—K 3, followed by 26 P—K R 3, &c.

		19 Q × Q
20	P × Q	20 B—K 3
21	B × R	21 B × R
22	R—Q sq	22 B × B P
23	R—Q 7, and White wins.	

For if 23..., P—K R 4; 24 R × Kt P, Kt—Q 5; 25 P × Kt would win.

II.

7	———	7 P—Q 4
8	Kt—B 7 ch	8 K—B sq

To K—K 2 White has a good reply in 9 Kt × R, Kt × P; 10 B—Q 2, Kt × B; 11 Q × Kt, &c.

9 P × P

[A.]

		9 Kt × Q P
10	Kt × R	10 Kt × B

.....Or if 10..., Kt × Kt; 11 Q × Q ch, Kt × Q; 12 B—Q 2, Kt—Q 4; 13 B × B, followed by 14 Castles.

11	Q × Q ch	11 Kt × Q
12	Castles Q R	12 K—K 2
13	Kt—B 7	13 P—Q R 3
14	P—K Kt 3	14 Kt—Kt 3
15	B—Kt 2	15 B—R 4
16	K Kt—Q 5 ch	16 P × Kt
17	Kt × P ch	17 K—B sq
18	P—Q Kt 4, and wins.	

Dr. Svenonius adds that several variations have been tried, in all of which White saves or exchanges his displaced Knight.

[B.]

		9 P × P
10	B—K 2 !	10 R—Q Kt sq

.....If 10..., P—Q 5, then follows 11 P—Q R 3 with advantage.

11	Castles K R	11 P—Q 5

..... If 11..., B—K B 4; then 12 B—B 3, B × Kt; 13 P × B, B—K 5; 14 Kt × P, &c.

12	B—B 3	12 P × Kt
13	B × Kt, and White maintains a permanent advantage.	

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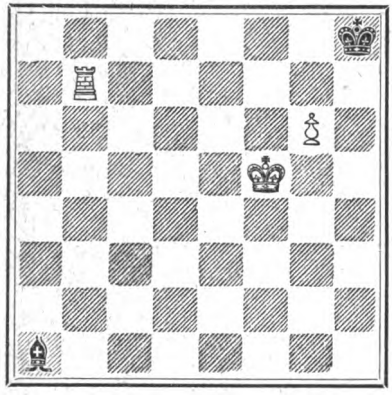
END-GAME.

On page 434 of our last issue we reproduced an End-game from actual play which was contributed to our Canadian contemporary by Mr. G. Reichhelm, Philadelphia, with the remark that it 'should be incorporated in all text books treating of this branch of the game.' Almost before the ink of our November number was fairly dry, no less than eight letters reached us from different sources, pointing out that the position is dealt with in (1) Freeborough's *Chess Endings*, position No. 345 (from Sarratt!). (2) Berger's *Endspiele*, No. 282; and (3) in Cunnington's *Modern Chess Instructor*, 3rd ed., pp. 268—9. We take the position and analysis appended from *Chess Endings*, position No. 345.

As a general rule the Rook with a Knight's Pawn can always win, with or without the move, assuming the Pawn not *en prise* and not undefended. Sarratt gives position 345:—

BLACK.



WHITE.

WHITE.	BLACK.
1 P—Kt 7 ch	1 K—R 2 !
2 R—K B 7 !	2 B—Q 5 !
.....	...(The position is now identical with that given in *Checkmate*. ED. *B.C.M.*).
3 P Queens	3 K × Q
4 K—Kt 6	4 B—Kt 8 !
5 R—B sq	5 B—R 7
6 R—B 2	6 B—Kt 8
.....	If 6 .., B—K 4; 7 R—K 2, &c.
7 R—K Kt 2, and wins.	

Now begin again but place the White King at K R 5, and a similar result follows:—

1 P—Kt 7 ch	1 K—R 2
2 R—K B 7	2 B × P
.....	If 2..., B—B 6; 3 P—Q's ch, K × Q; 4 K—Kt 6.
3 R—Q B 7	4 K—Kt sq
4 K—Kt 6, and wins.	

CHESS LITERATURE.

THE CHESS PLAYER'S NOTE BOOK. By Rhodes Marriott.
(Manchester: Sherratt & Hughes, 27, St. Ann Street. Price 1/- net.)

WE accord a hearty welcome to the latest edition of the chess player's *Vade Mecum*, which reached us just as we were going to press. For recording games and problems we have seen nothing more useful. It is divided into five sections. I.—Diagrams, with tabulated reverse sides for recording games. II.—Letter Forms to Chess Editors, each leaf so arranged that it can, if desired, be utilized for game recording. III.—Tabulated Game Recorders, for recording games of sixty moves. IV.—Summary of Games Played. Section V. is devoted to the excellent article on the Opposition,

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published in the *B.C.M.*, volume xix, and now reproduced by kind permission of the author, Mr. Edwyn Anthony, of Hereford. Neatly bound, handy in size, moderate in price, useful in many ways, we shall not be surprised to hear that further editions of the "Note Book" are speedily required.

THE MODERN CHESS PRIMER. By the Rev. E. E. Cunnington. (London: Geo. Routledge & Co., Ltd. Price in Cloth, 2/-; in Boards, 1/6.)

WE have received from the author a copy of the third edition of this excellent guide to the game, and to those who do not possess the work our advice is buy it; you will profit by studying its pages. We cull a few paragraphs from the chapter on Pawn play, which alone is worth the cost of the book :—

(1) P—K B 3 is often useful against B—Q Kt 2.—(2) As a general rule, P—K B 3 is bad in all K side gambits for the defence.—(3) With Kt and Pawn fighting against King, keep the Kt behind the Pawn.—(4) Wherever your K P at K 4 can take the adverse Q P, it is well to do so.—(5) Often a Pawn on K 5 is a weakness; often a Pawn on Q 5 is strength.—(6) Often a very powerful move for breaking up an adverse centre of Pawns is P—Q B 4.—(7) Morphy always took the earliest opportunity of playing P—K B 4, after Castling on King's side.—(8) When both players have Castled on K side, it is an advantage to obtain a majority of Pawns on the Queen's side of the board.—(9) It is seldom good to play P—K Kt 3 in front of your Castled King, unless you have a Bishop to occupy K Kt 2 —(10) A Rook Pawn is strongest against at Knight. Put Black Kt at K Kt 2; White Pawn at K R 5 (with move), and Pawn wins by P—R 6.—(11) A hostile Pawn may be a great protection to your King; taking it may open out an avenue of attack for your opponent's pieces.—(12) A wedge-shaped formation of Pawns is weak when the point of the wedge is towards the player of the Pawns; the loss of the hindmost Pawn is often fatal; this arrangement is especially bad when the foremost Pawns are obstructed. When we reviewed the first edition of this work, in 1899, we stated that no chess publication of recent issue better deserves success, or appears more likely to obtain it, and this is still our opinion to-day.

OBITUARY.

The *Cape Times* records the death, on November 10th, of an old Cape Town chess player, Mr. Emile H. van Noorden, one of the founders of the Cape Town Chess Club, who though not attending any of the matches or meetings of the club of late years remained a member until the end. He was a fairly good player over the board, and was an enthusiastic lover of problems.

It is with great regret that we record the death of Mr. John Whittaker, J.P., of Nelson, which sad event took place at Buxton, on Saturday, November 16th. Mr. Whittaker had for many years been a valued member and official of the Manchester Chess Club, of which he was president for a period of two years. Mr. Whittaker was also a vice-president of the

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Lancashire Chess Association during the first year of its existence, and it was largely owing to his efforts and influence that the Association was first established. He was highly esteemed by chess players throughout Lancashire, and was held in affectionate regard by all who were personally acquainted with him. Of late he had been in failing health, but up to a few months ago he had been a constant attender at the Manchester Club during the early part of the day, and his genial presence will be greatly missed by the habitual frequenters of the club.—*Manchester Evening News.*

Death of a Centenarian Lady Chess Player.—The *Liverpool Daily Post*, of November 15th, records the death of Jane Lady Carew, at the age of 104! The deceased lady was the grandmother of the present Lord Carew. She was married the year after Waterloo, and had been a widow nearly fifty years. Her active memory included the whole of the reigns of George IV., William IV., and Victoria, the period during which George III. could not control the affairs of Great Britain, and, of course, the opening of the present era. There was no mistaking the nationality of Jane Lady Carew when she opened her mouth, and she had a truly Hibernian contempt for every Saxon Government, no matter what its political professions. "They are all anti-Irish, and they all plunder the landlords." Until she had passed her hundredth birthday she played a capital game of chess, and took interest in the local hunting, her husband having been M.F.H. more than sixty years since. Until a few days before her death she could read the daily papers, though they did not afford her much interest. On the other hand she delighted in the gossip of her grand-children, and took the utmost pleasure in detecting any errors in the numerous memoirs of those notable contemporaries who predeceased her.

The Cheltenham Chess Club has experienced a severe loss by the death, on October 21st, of Colonel Chisholm, after a very short illness. He was being medically treated for bronchitis, but died suddenly from disease of the heart, the existence of which was not suspected. He was a bachelor, and in his 65th year. The whole of his military service had been in Southern India, as an officer in the Madras Native Infantry, which he joined in 1855. He saw some fighting in connection with the suppression of the great Mutiny, and received the Mutiny medal. Retiring from the service with the rank of Colonel in 1885, he settled in Cheltenham—the favourite residence of Anglo-Indian veterans. In 1889 he joined the then newly formed Cheltenham C.C., and ranked at once, and ever since, as one of its best players. He won the Cheltenham Cup in 1891, and other prizes from time to time. In a correspondence match with Hastings, 20 a-side, he headed the Cheltenham team, and drew both his games with Mr. Cheshire. He played in the recent correspondence match between the North and South of England, winning one game of two; and he was engaged in correspondence play at the time of his death. Col. Chisholm was known also as a good player in ordinary matches, and took part in many on behalf of Cheltenham or Gloucestershire. He was a generous donor to the club prize funds, &c., and his genial presence will long be missed among and by the Cheltenham players.

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MR. FRANK HOLLINS.

HAVING in view the near approach of Mr. Hollins's departure to New Zealand, the Editor, desiring to show his appreciation of that gentleman's position in the chess world, has thought it a fitting moment to give a sketch of his career. This article is written at the spontaneous suggestion of the Editor, and there is no doubt that Midland chess players will cordially appreciate the compliment paid them by the selection.

Mr. Hollins, who was born in Birmingham, and has lived there all his life, as a youth had a bosom friend and neighbour, Mr. Pedlingham. One of them came across a chess problem, and the outcome of a mutual desire to solve it led to their jointly acquiring a knowledge of the moves, Staunton's *Handbook* serving, as it has for so many thousands of others, as the means of initiation. The same writer's *Companion* and *Praxis* followed in due course, and playing constantly with one another, they soon acquired a fair strength, and joined the Birmingham St. George's C.C. about the year 1888. Both were placed in the Kt class, some of the men of light and leading in the club at that time being somewhat chary of allowing to new-comers a too swift acquisition of the glory and renown attaching to the rank of "first-class player." Having to deal with Mr. Hollins, we may here state that within two or three years Mr. Pedlingham, curiously enough, left England, this player's destination being Canada.

Mr. F. HOLLINS.

It is possible that even at this early period Mr. Hollins was the equal of some of those much higher in the club's ranks; anyway, tourney after tourney he won first prize in the Handicap, and was promoted class by class. He even achieved the almost unique distinction of winning the club championship while in the Kt class. The authorities have been more careful since, and, we believe, restrict the championship entries to classes I. and II. On his arrival in the first class, he played a series of matches with Messrs. R. H. Taylor, W. R. Taylor, and F. McCarthy, for position in the match team, and thus won his way to first board. Year after year the championship tourney has been won by him. A valuable trophy, instituted in 1890-1, largely through the good offices of Mr. A. Turner, the then president, was to be held permanently by the player winning it three times in succession or five times in all. The season of 1892-3 saw it safely deposited for good in the possession of Mr. Hollins, so the competition

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was but short-lived. About this period he was in especially good form. The first match, North *v.* South, was played in Birmingham, in January, 1893, and our subject, playing at Board 18, drew with Mr. G. A. Hooke, of London. In the following year, in the second national match at London, Mr. Hollins at Board 11 won a fine game from Mr. E. M. Jackson, the well-known expert. On the following Saturday, in a club match, St. George's *v.* Birmingham C.C., the captain of the Saints beat Mr. W. Bridgwater, always a very tough man to get the better of; all the remaining encounters, before and since, between these players have been drawn. During the ten years or so that Mr. Hollins has played top board for St. George's, and many strong players of note has he encountered during that period, the games lost by him can be counted on the fingers of one hand.

Mr. Hollins has won distinction at various public tournaments in the last decade. His first essay was in the third class, at Cambridge, in 1890, when he won every game but one, in which he had the misfortune to leave his Queen *en prise* to one of the lady players. He came out top, Mr. E. Macdonald being second, and Miss Rudge third. At Brighton, in 1891, he was third, playing this time in the first division. In 1895, he competed in the amateur ranks at Hastings, and came out second to Cohn (whom he beat) in his section, Messrs. Blake, Elwell, Peachey, Lambert, and Ranken being fellow competitors. The second men in the four sections, it will be remembered, played a Consolation Tourney, and in this Mr. Hollins won every game, these being with Mr. R. P. Michell, Dr. Smith, and Rev. J. Owen. At Southampton, in 1897, he came out fifth, half a point behind the prize-winners, Messrs. Atkins, Bellingham, Elwell, and Gunston. At the Birmingham Easter Tourney. 1899, he did poorly, perhaps being handicapped by being at business half the day.

Considerable local interest was evinced in the spring of 1896 in the match between Messrs. Hollins and Bellingham, which the latter won by 7 games to 5, the tough nature of the encounter being evidenced by the fact that 10 drawn games were played. Mr. Bellingham has some reason for believing that Mr. Hollins is still a stout opponent, for in some three or four successive local league and county matches in 1898-1900, the Birmingham player scored on every occasion. The last game of all was unfinished, with winning chances for the Dudley amateur. If there is any player more than another for whose play Mr. Hollins has respect, it is Mr. Atkins, the amateur champion, but in the encounter between Leicestershire and Warwickshire, at the beginning of this year, the game between these players, though agreed drawn, was left considerably in favour of Mr. Hollins, as proved by subsequent analysis.

Mr. Hollins until within the last few months has been a very active supporter of the St. George's Club, and rarely missed a match. For the last five years he has also combined a membership of the Birmingham Chess Club. In both clubs his quiet and unassuming demeanour have gained him a host of friends. His retiring disposition amounts almost to a disease, and the prospect of having to say ten words in public brings about a panic. Perhaps the biggest nerve-trial Mr. Hollins ever had was having to acknowledge the presentation of a trophy at a dinner, on the occasion of a match betweeh the Birmingham and St. George's clubs in

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1894; and the one thing which is sapping the enjoyment of Mr. Hollins's last few days in Birmingham is the probability of his having to stand on his hind legs at a farewell supper, to be given in his honour on December 2nd, and acknowledge the gift of a valuable leather trunk, which has been subscribed for as a token of their sincere regard by many of his old Birmingham friends.

Mr. Hollins's records of performances and games are somewhat deficient; but we are able to give two specimens of his play. The first was played in March, 1893, singly and over the board against Mr. Jasnogrodsky, who was then on a visit to Birmingham; the second, a little gem, occurred in the final round of the championship tourney, at the St. George's Club, in November, 1893.

GAME No. 2,096.

Scotch Gambit.

NOTES FROM
Birmingham Weekly Mercury.

WHITE. Mr. F. HOLLINS.	BLACK. Mr. N. JASNOGRODSKY.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 P—Q 4	3 P × P
4 Kt × P	4 Kt—B 3

.....Now accepted as the best defence.

5 Kt × Kt	5 Kt P × Kt
6 B—Q 3	6 P—Q 4
7 P × P	7 P × P
8 Castles	8 B—K 2
9 Kt—B 3	9 Castles
10 B—K Kt 5	10 P—B 3
11 Q—B 3	11 P—Q R 4
12 Q R—K sq	12 P—Q R 5
13 Kt—K 2	13 B—K Kt 5
14 Q—Kt 3	14 Q—Q 2
15 P—K B 3	15 B—K 3
16 Kt—B 4	16 P—R 6
17 P—Kt 3	17 K—R sq
18 Q—R 4	

Winning; play as Black may.

18 B—B 4 ch

.....This costs a piece Black is in difficulties, having apparently only the option of 18..., P—R 3, when White wins at once by 19 B × R P, (if) P × B; 20 Q × P ch, followed by 21 Kt—R 5. Or if 19..., Kt—R 2; 20 B × P ch, K × B; 21 Q × Kt ch, K—B 3; 22 Q—R 6 mate.

19 K—R sq	19 B—B 4
20 B × Kt	20 B × B
21 Kt × B	21 B—Q 3
22 B—Q 4	22 P—Q B 4
23 Kt × P	23 B × Kt
24 B × B	24 K R—B sq
25 P—Q Kt 4	25 Q—B 4
26 R—B 2	26 R—K sq
27 K R—K 2	27 R—K 3
28 R × R	28 P × R
29 R—K 2	29 P—K 4
30 Q—K sq	30 R—K sq
31 B—Q 4	31 P—K 5
32 P—Q B 4	32 Q P × P
33 R × P	33 R—K Kt sq
34 R—Kt 4	34 Q—Q 4
35 Q—K 5	35 Q—B 2
36 P—Kt 5	36 R—K sq
37 R × P	

A good ending to a very fine contest. The game was played singly over the board, at the St. George's C. C. Once more Mr. Hollins has done honour to Birmingham chess.

	37 R × Q
38 R × Q dis. ch	38 K—Kt sq
39 B × R	39 K × R
40 P—Kt 6	40 Resigns.

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GAME No. 2,097.

Vienna Opening.

WHITE. Mr. A. J. MACKENZIE.	BLACK. Mr. F. HOLLINS.
1 P—K 4	1 P—K 4
2 Kt—Q B 3	2 Kt—K B 3
3 P—K B 4	3 P—Q 4
4 P × K P	4 Kt × P
5 Kt—B 3	5 Kt—Q B 3
6 P—Q R 3	

P—Q 4 should have been played at once.

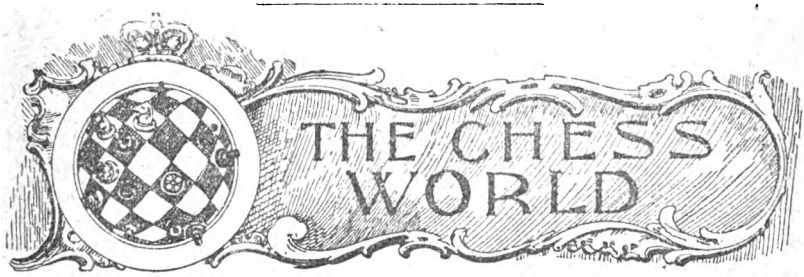
	6 B—Q B 4
7 P—Q 4	7 Kt × Q P !
8 Kt × Kt	8 Q—R 5 ch
9 P—K Kt 3	9 Kt × P
10 Kt—K B 3	

White may be pardoned for not anticipating the answering brilliant *coup*, which enables Black to give a double check, protecting his Queen, and leads to a remarkably fine pair of mating variations. Of course if White does not take Bishop his game is equally lost.

10 B—B 7 ch !

11 K × B

Black mates in three.



TO OUR SUBSCRIBERS.

THE Subscription for volume XXII., which begins with the next issue, is now due, and Subscribers will greatly assist the Editor by remitting the amount—**EIGHT SHILLINGS**—on or before December 15th. Postal Orders to be *crossed* "& Co."—*The numbers of the orders should be kept for reference.* This precaution is necessary owing to several remittances having failed to reach us during the present year. Cheques to be made payable to *British Chess Magazine.* All communications to be addressed: *British Chess Magazine*, 38, Park Cross Street, Leeds. American subscribers may remit $**2** in U.S. notes, in payment of one year's subscription.

A match of six games is now in progress at Paris between Herren Albin and Sittenfeld.

At Prague a new chess club has been established, under the title of *Weisses Rössl*, for students and bank officials.

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It is reported that the new edition of Bilguer's German Handbook will be undertaken by Professor Berger and Herr Kohtz.

M. Tchigorin has been visiting Moscow lately, and scoring heavily at the club in simultaneous and consultation games.

The late Ameer of Afghanistan was a skilful chess player, and encouraged the practice of the game in his dominions.

On September 1st, the *Rivista Scacchistica Italiana* opened an international correspondence tourney, with ten competitors. We wish it success.

On November 15th, Dr. Tarrasch played seven simultaneous games at the Nuremberg Club, with opponents of *Haupt Turnier* strength, and won them all.

The St. Petersburg Amateurs' Club meets four times a week. On the first three they contend in various tourneys, and the last is reserved for consultation games.

A telegraphic match took place in August last between the clubs of Buenos Ayres and Rio Janeiro, and ended in favour of the former players. Both games will appear in our next issue.

In the Riga Club there took place last October a massive contest between the married and single members, in which the latter were victorious, but only in the proportion of 6 to 5.

The Devon Association has commenced a Correspondence Match against that of Kent (40 a-side); and the Wilts Association a match against that of Sussex, with the same number of players.

The Cologne Chess Club recently celebrated its 40th birthday. As a new departure, a solution tourney was introduced, and Herr Schulder contributed thereto not only a problem, but also a prize.

M. de Rivière has prevailed upon the managers at Monte Carlo to allocate the following handsome prizes for the forthcoming tournament First prize, 5,000 fr.; second, 3,500 fr.; third, 2,500 fr.; fourth, 1.500 fr; fifth, 1,000 fr.

At the Brussels Club, two tourneys have been organised for second class players, one for those who can attend in the afternoon, and one for those who can only come in the evening. This, we think, is an example worthy of imitation.

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At the 35th foundation festival of the Stockholm Chess Club, on October 19th, Herr Sahlberg received the congratulations of the members on having been its secretary for thirty years. Ought he not to have also received something more substantial?

Prince Ourousoff recently spent some days at Kieff, and played numerous games with great success. With the Prince Dadian of Mingrelia he played only two single games, which he lost, but won a consultation game in which Prince Dadian was taking part.

The Monte Carlo Tourney will commence on February 1st, and will be in two rounds, if there are not more than twelve competitors. Amateurs who spend the winter at Monaco, will find at the Café Restaurant du Siècle, opposite the railway station, every facility for chess play and various chess publications.

The *Swiss Chess Magazine* has proposed that chess players on long journeys should be able to recognise one another by a chess signal carried in the button hole, or by a diagram peeping out of the breast pocket, and thus be enabled to relieve the tedium of the journey with pocket chess board games.

At the instigation of Mr. E. M. Earle, the Board of Governors of the Institute of Jamaica has decided to hold a chess tournament at Kingston, Jamaica, about Christmas or the first week in January. All the chessists, no matter whether advanced or beginners, are invited to send in their names to Mr. Cundall or Mr. Earle as early as possible.—*Jamaica Gleaner.*

In our article on Icelandic Chess last month (p. 451), we stated that Herr Magnusson had won one game and drawn two against Doctor Lasker. This was a slip of the pen, as we were aware that the Doctor had not been in Canada for some years. It was against Mr. Pillsbury that the Icelandic player was successful; we corrected the error in proof, but our printer's supervising angel must have mislaid his spectacles.

According to *Akademische Schachblätter*, chess is extending its influence greatly over the students of Berlin and Prague. At the German reading and conversation rooms of the latter city, there is a well attended chess department, while at Berlin the Finkenschaft or Students' Association has not only a good number of ordinary players, but some who can more than hold their own when contending blindfold and simultaneously with ten or more opponents.

Match: Lasker *v.* Pillsbury.—We are enabled to state on the highest authority that the statements which have recently appeared in the chess press implying that negotiations were afoot for a match between Doctor Lasker and Mr. H. N. Pillsbury, for the championship of the world, have

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no foundation of fact. No correspondence in regard to the possibility of a match, in fact no correspondence at all has passed between the Masters since Doctor Lasker returned from the States a few months ago.

During the past month, Mr. J. H. Blackburne paid his annual visit to Wiltshire. On November 19th, he played six games *sans voir* at the Town Hall, Trowbridge, winning 4 and drawing 2 (Rev. J. F. Welsh, Warminster, ½; Mr. H. W. Beaven, Bradford, ½). Next day he met twenty-four players simultaneously, winning 21, losing 1 (Rev. A. G. Gordon Ross, Swindon), and drawing 2—the draws occurred owing to two of the players being obliged to leave early.

The match by correspondence between the States of New York and Pennsylvania has attracted an entry of no less than 230 players on each side. The code of rules to govern this match is at once very liberal and very stringent. It allows plenty of time for consideration of the moves, namely three days for each, in addition to ten days holiday per game, which last may be taken either singly or consecutively; but it is admirably strict in all other important respects, and might well serve as a model for correspondence tourneys elsewhere. Later on we intend to again refer to the rules, &c., of this important engagement.

The lately constituted Berlin General Chess Association held its first festival on October 26th, with great success. Herren von Scheve and Walbrodt played simultaneously with 13 and 11 opponents respectively, drawing only one game each, and losing none. There was also a Tombola Tourney, which caused much amusement, while the ladies were entertained in the lower rooms with recitations, music, and the dance. There were over 400 who accepted the invitation. At Leipsic also a German Chess Union has been formed on the Berlin pattern, which has begun its activity with a festival, and a large Winter Tourney, in which 48 players are engaged.

The quadrangular match between the four masters at Paris ended last month with the following result: Albin 3½, Sittenfeld 3½, Taubenhaus 2, Billecard 0. *La Stratégie* informs us that M. Billecard's ill success and retirement from the contest was due to illness. A short match took place afterwards between Messrs. Albin and Taubenhaus, which the latter won by 3½ games to 1½. We are glad to hear that Herr Albin has opened chess rooms in Paris, at 38, Rue Lafitte, where he will give instruction to beginners, and will doubtless be available also for proficients. This will meet a long felt want for, with the exception of the Grand Cercle, there has hitherto been no club in the French capital meeting in its own rooms, but all who desired a good game have been obliged to resort to Cafés.

The Italian National Tourney, at Venice, was opened in due form on October 15th, at the fine rooms of the Oriental Café, and terminated on November 3rd. There were only eight entries, four of whom were

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from Venice, namely: Sigg. Ascoli, Crosara, Mari, and Troya. The other four were Sigg. Crespi and Reggio, of Milan; Rosselli del Tureo, of Florence; and Vergani, of Montebelluna. Of these the last named took part in the Hastings International Tourney, and Sig. Reggio with much credit in that of Paris. Sig. Crespi too is an old chess soldier, and well known in London. No competitor was forthcoming from Rome, Naples, or Sicily, and Sig. Salvioli also had an engagement which prevented him from competing. Each entrant had to play two games with every other, drawn games counting one-half to each, and the result was as follows:—Sig. Reggio, 12½ games, first prize; Sig. Crespi, 10 games, second prize; Sigg. Roselli and Mari, 8½ games each, divided the third and fourth prizes; Sig. Vergani came next, with 5½ points; Sig. Troya, with 5; Sig. Crossara, with 3½; and Sig. Ascoli, with 2½. The value or nature of the prizes is not stated in the *Nuova Rivista degli Scacchi*, from which we take this account. The next national tourney will take place at Milan, in 1904.

Northern Counties' Chess Union.—An important meeting of the executive of the Northern Union was held on Saturday November 23rd, at Dyson's Restaurant, Church Street, Manchester, for the purpose of arranging the programme for the season. The president (Mr. A. E. Moore) presided, and there was a good attendance, only one member of the executive being absent. It was decided to challenge the Scottish Association to contest a match, with twenty-five players a-side, on April 19th, 1902, the contest to take place in Liverpool or Manchester, as the Scottish officials may decide. A challenge is also to be sent to the Southern Counties' Union to contest by correspondence a match with fifty players on each side. For the annual competition for the Northern Counties' County Championsihp, the following counties will compete: Lancashire, Yorkshire, Cheshire, and Cumberland. The first round must be played on or before February 1st, and the final on or before April 1st, 1902. The ballot resulted as follows: Lancashire *v.* Cheshire, Cumberland *v.* Yorkshire. The matches will be played in the territory of Lancashire and Cumberland respectively. It was also decided to hold a Congress at Blackpool, commencing March 5th, and continuing on the 6th, 7th, and 8th. The programme will include the contest for the Northern Counties' Individual Championship, which will be conducted on the "sudden death" principle if six or more players compete, but on the American principle if five or less compete. The contest will embrace one representative of each of the eight counties which comprise the Northern Union. The prizes are: first, value £4 4s.; second, value £2 2s. For all Congress arrangements the president (Mr. Moore) and the hon. secretary (Mr. I. M. Brown) were appointed a sub-committee with full power. A long correspondence from the Southern Union regarding national chess federation was carefully considered, and it was decided to co-operate with the officials of the Southern and Midland Unions in the efforts which will probably be made to establish a conjoint board of management, which shall deal with all questions relating to county chess, and the title of which body it is suggested shall be "The Chess Union Federation."

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A telgraphic match between Brisbane and Sydney, representing Queensland and New South Wales, was played on September 28th last, with ten on each side, the final scores being Sydney 8, Brisbane 2. The N. S. W. champion, Mr. J. L. Jacobsen, however, lost his game to Mr. H. W. Apperly. We give the game below.

GAME No. 2,098.

Centre Counter Opening.

NOTES BY JAS. MASON.

WHITE. Mr. H. W. APPERLY.	BLACK. Mr. J. L. JACOBSEN.
1 P—K 4	1 P—Q 4
2 P × P	2 Q × P
3 Kt—Q B 3	3 Q—Q sq
4 P—Q 4	4 P—Q B 3
5 Kt—K B 3	5 B—K B 4
6 B—K 2	6 Kt—K B 3
7 B—K B 4	7 P—K 3
8 P—Q R 3	8 B—Q 3
9 B × B	9 Q × B
10 Q—Q 2	10 Q Kt—Q 2
11 P—K R 3	11 Castles K R
12 Castles K R	12 Q R—Q sq
13 Q R—Q sq	13 P—K R 3
14 B—Q 3	14 B × B
15 Q × B	15 Kt—K R 4
16 Q Kt—K 4	16 Q—B 2
17 Q—K 3	17 Kt—Q Kt 3
18 Kt—K 5	18 Kt—Q 4
19 Q—K B 3	19 Kt from R 4—K B 5
20 P—Q B 4	20 P—K B 3
21 Kt × Q B P	21 P × Kt
22 P × Kt	22 R × P
23 R—Q 2	23 K R—Q sq
24 K R—Q sq	24 R—K B 4
25 R—Q B sq	25 Kt—Q 4
26 Q—Q Kt 3	26 Q—K B 5
27 Q—Q 3	27 Q—R 5
28 R × P	28 Kt—B 5
29 Q—K 3	29 K—R 2
30 K—R 2	30 R—K R 4
31 R—Q B 5	31 P—K 4
32 P—Q 5	32 P—B 4
33 Kt—Kt 3	33 Kt × Kt P
34 Kt × Kt	34 Q × R P ch
35 K—Kt sq	35 P—B 5
36 Q—Q 3 ch	36 K—R sq
37 Kt × R	37 Q × Kt
38 P—B 3	38 Resigns.

The contest at the Manchester Club for the "Dust Memorial Cup" was brought to a close during the past month, and resulted in the success of Mr. C. Coates. The competition proved fairly successful for the first year of its institution. Sixteen entries were received, of which three were classed as 1st class, three as 2nd, seven as 3rd, and three as 4th class. These were divided into two sections of eight players each; each player contesting one game with each of the others in the same section. Play in both sections commenced Oct. 1st, and proceeded until Oct. 28th, and the best scores were as follow:—Section A: Mr. C. Coates (Class I.) won $5\frac{1}{2}$, lost $1\frac{1}{2}$, and Mr. T. L. Agar (Class II) won $5\frac{1}{2}$, lost $1\frac{1}{2}$, tie for first place; Mr. H. Rothwell (Class IV.) won $4\frac{1}{2}$, lost $2\frac{1}{2}$; Mr. T. Oliver (Class III.) won 4, lost 3. Section B: Mr. W. B. Shaw (Class I.) won 6, lost 1; Mr. T. Kelly (Class II.) won $5\frac{1}{2}$, lost $1\frac{1}{2}$; Mr. D. R. Brooks (Class III.) won $5\frac{1}{2}$, lost $1\frac{1}{2}$; Mr. F. P. Linter (Class III.) won 5, lost 2. The tie in section A was played off on October 31st, and resulted in the victory of Mr. Coates, who then played a short match of two games up (draws not to count) with Mr. Shaw, the winner of section B. This contest went in favour of Mr. Coates, who won the first game on the 63rd move, lost the second game in

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17 moves, and then recovering himself won the last game on the 29th move, thus becoming the first winner of the Cup. He receives a gold medal, and Mr. Shaw will take a consolation prize value 16/-.

Manchester *v.* Liverpool.—The annual match between these important clubs was contested at Liverpool, on November 16th, and resulted as follows:—

LIVERPOOL.		MANCHESTER.	
Mr. A. Burn	1	Mr. F. C. Carroll	0
Mr. J. Cairns	1	Mr. E. Spencer	0
Mr. S. Wellington	1	Mr. C. H. Wallwork	0
Mr. A. Dod	*1	Mr. H. Saunders	*0
Mr. F. E. Spedding	½	Mr. C. Coates	½
Mr. A. Rutherford	0	Mr. F. Loewenthal	1
Mr. P. R. England	½	Mr. C. J. B. Lowe	½
Mr. H. E. Gardner	1	Mr. E. W. Ruffle	0
Mr. W. Dod	0	Mr. T. Kelly	1
Mr. E. A. Greig	0	Mr. G. H. Midgley	1
	6		4

* Adjudicated.

Chess in Scotland.—Mr. Blackburne has been North again, and going the round of a number of the Scottish clubs. He is always welcome here. Evidently Scotland is receiving more attention than usual from the chess masters lately. The Glasgow Chess Club has decided to keep Mr. Teichmann for the whole season, and the members are largely taking advantage of his excellent training and interesting lectures. The entries for the 'Richardson' Cup this year are seven clubs, and for the new 'Spens' Cup twelve clubs. As already explained the 'Richardson' Cup is reserved for the stronger clubs, and the 'Spens' Cup for the junior clubs. In the 'Richardson' Cup an interesting tie will be that between Glasgow Chess Club and Burns Chess Club. The entries for the West of Scotland Cup this year are only four. This is a cup competed for between individuals and not between clubs, and in view of the small number interested it seems doubtful whether it is worth while keeping up the competition and buying a new cup, which will be necessary owing to Mr. Longwill having won the last cup outright.

We have received match cards of the Edinburgh Chess Club and the Stirling Chess Club. The Stirling card shews a long list of matches, &c., which proves that this club, under the vigorous management of Mr. D. Lindsay, still holds a prominent place for energy and enterprise, and shows a good example to the other Scottish chess clubs. It has just arranged a match between Stirling County and the Glasgow C.C.

A Perth Veteran—chess at 79.—Perth Club probably has in Mr. A. Berwick the oldest chess player in the country, and one who, in his enthusiasm for the game and ability as an exponent of it, can shame people not a third of his age. Fancy taking part in a match at the age of 79 years! Yet this is what Mr. Berwick did on Saturday, November 9th, and he travelled all the way from Birnam, where he resides, to Perth to do so, and returned home the same evening. Mr. Berwick said that Saturday's

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was his last match, and one can well understand why it should be so, but he is by no means a veteran who lacks superfluous on the stage. He plays a strong game yet, and on Saturday got up against his opponent what for a long time looked a winning attack, but pressing it too hard he lost a piece, and ultimately the game. His antagonist, Mr. Coster, was rather sorry at being the victor in the circumstances, and would have preferred personally that the old man should have finished his chess career with a victory, but of course the Stirling player had to do his best for his side, and could give nothing away. Mr. Coster has however the distinction, which he is not likely to be robbed of in a hurry, of having played the last game against one who is probably the oldest man that has ever taken part in a chess match. Every chess player will wish Mr. Berwick many more years yet to worship at the shrine of Royal Caïssa, even if it is only in a quiet game of "skittles."—*Stirling Observer.*

Southern Counties' Championship. — A match between Kent and Sussex, in the Southern Counties' Union County Championship contest, was played on November 9th, at the City of London Club. Of the games played to a finish the score was $6\frac{1}{2}$ to $5\frac{1}{2}$ in favour of Kent. Mr. Hoffer subsequently adjudicated the four positions left unfinished, and the final result was a draw. Full score :—

KENT.		SUSSEX.	
Mr. O. C. Muller	1	Mr. E. G. Reed	0
Mr. E. L. Raymond	½	Mr. H. H. Cole	½
Mr. E. Cresswell	½	Mr. H. F. Cheshire	½
Mr. H. G. Sturton	1	Mr. H. W. Butler	0
Mr. H. Storr Best	0	Mr. H. E. Dobell	1
Mr. W. H. Joanes	½	Mr. F. W. Womersley	½
Mr. E. Provis	½	Mr. T. Durant	½
Mr. A. L. Stevenson	½	Mr. J. Chandler	½
Mr. R. F. B. Jones	½	Mr. C. Leaver	½
Mr. C. Chapman	1	Mr. G. Shories	0
Mr. J. H. Eastwood	0	Mr. H. S. Bullock	1
Mr. A. R. Ropes	0	Mr. W. H. Regan	1
Mr. W. B. Dixon	0	Mr. J. Creevy	1
Mr. A. T. Swinhoe	1	Mr. E. A. Walker	0
Mr. J. Stent	½	Mr. F. Brook	½
Mr. E. E. Stockens	½	Mr. P. S. Hallett	½
	8		1

On Saturday, November 23rd, Kent met Hampshire, but the last named county won by $9\frac{1}{2}$ to $6\frac{1}{2}$. Score :—

HAMPSHIRE.		KENT.	
Mr. J. H. Blake	½	Mr. O. C. Muller	½
Mr. F. J. H. Elwell	0	Mr. E. L. Raymond	1
Mr. E. Seymour	1	Mr. E. Creswell	0
Mr. T. Cresweller	1	Mr. H. G. Sturton	0
Mr. T. E. Haydon	1	Mr. G. A. Felce	0
Mr. W. C. Kenny	0	Mr. H. Storr Best	1
Mr. H. D. Osborne	½	Mr. W. H. Joanes	½
Mr. A. Thomson	1	Mr. E. Provis	0
Mr. J. S. Flower	1	Mr. R. F. B. Jones	0
Mr. E. Clayton	0	Mr. C. Chapman	1
Mr. G. A. Cosser	1	Mr. J. H. Eastwood	0

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Mr. G. Wood	½	Mr. A. R. Ropes	½
Mr. D. H. H. Wassell	½	Mr. A. T. Swinhoe	½
Mr. S. Leonard	1	Mr. W. B. Dixon	0
Mr. W. Tipper...	½	Mr. A. E. Seaman	½
Mr. W. Bowyer	0	Mr. C. F. Corke	1
	9½		6½

London.—We have to acknowledge with thanks match cards from the following clubs: Metropolitan, Lud-Eagle, East London, Brixton, Lee, Chess Bohemians, West London, North Kensington, Bromley, West Norwood and Herne Hill, Ladies', Ibis, and Battersea. The hon. secretary of the last named club also encloses a copy of the annual report and balance sheet. which indicates a state of great prosperity, and the members must be congratulated accordingly. We hope that during the present season the successes of the past will be augmented.

Mrs. Lewis, vice-president of the Ladies' C.C., has presented to the club for annual competition by the second section of the Winter Tournament, a handsome Silver Cup, in memory of her late husband, the Rev. Lewis Woodward Lewis, who at the time of his death (April, 1900) was a pillar of support to Kent chess, and chairman of the Southern Counties' Union.—On October 29th, the Ladies contested two matches against the City of London Club. The first team, comprising 15 players, encountered the second and third classes of the "Cits," but met with a severe defeat by 12½ to 2½. The Ladies' "Seconds" played the City fourth and fifth classes, but lost their engagement by 9 to 6. Other results obtained during November were a drawn match against Polytechnic and wins against University College (6½ to 1½) and Thornton Heath (7½ to 4½). On November 25th, ten of the Ladies' first team met a like number of the first and second classes of the Battersea Club, with the result that the Ladies scored 5 to 4—the remaining game being left for adjudication.

Chess is certainly becoming very popular amongst the large business houses of the West End, several new chess clubs having been formed this season. On Thursday, the 21st November, a very interesting match was contested between "Clarence" (Maple & Co., Ltd.), captained by Mr. E. Nankivell, and "Kildare" (Messrs. Whiteley), captained by Mr. E. Lloyd, which resulted in a draw, both teams scoring 4 points. A new club, called the Marylebone Chess Club, with head-quarters at the Oxford Restaurant, Edgeware Road. has been formed, and local players are asked to join. The meetings take place on Tuesday evenings. The Progressive Chess Club has done rather better this season than in former years. It has beaten Maida Vale, drawn with Lud-Eagle second, but lost to Clapham and Barnsbury.

London Chess League.—Play in all divisions of the League has proceeded steadily throughout the month, and the following results have reached us:—

October 14th	...	Lud-Eagle ...	16½	Battersea	... 3½
October 24th	...	West London...	10	Battersea	... 9*

* One game left for adjudication.

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October	31st	East London ...	12	Battersea ...	2*
		* Six games left unfinished.			
Nov.	5th	Battersea... ...	12	Bohemians ...	7*
		* One game left unfinished.			
Nov.	6th	Athenæum ...	12½	Insurance ...	7½
Nov.	7th	West London...	12	Lee	8
Nov.	11th	Hampstead ...	12½	Brixton	7½
Nov.	13th	West London...	16½	Bohemians ...	3½
Nov.	14th	Athenæum ...	11½	North London ...	8½
Nov.	14th	Metropolitan ...	9½	Insurance ...	9½*
		* One game for adjudication.			
Nov.	18th	Lud-Eagle ...	12	Lee	8
Nov.	19th	Athenæum ...	13½	Brixton	6½
Nov.	21st	East London ...	10½	West London ...	9½
Nov.	25th	Hampstead ...	14	Lee	6
Nov.	25th	Insurance ...	10½	Brixton	9½

Monsieur Janowski in England.—After leaving Birmingham, Monsieur Janowski paid a short visit to the Liverpool Club during the early days of November, and subsequently he sojourned about a fortnight in Manchester, during which period he gave exhibitions of simultaneous play at the Manchester Club, North Manchester C.C., and on November 25th joined Doctor Lasker as partner in a simultaneous alternate performance at Mosley's Hotel, Manchester. Judging by the following statement, which appeared in Doctor Lasker's column in the Manchester *Evening News* of November 20th, the reception which our distinguished visitor met with in London is not calculated to raise English chess in the estimation of other nations.

Dr. Lasker writes:—"M. D. Janowski arrived in Manchester on Friday, November 15th. He is one of the great chess matadors, in fact the French champion, and habitually resides in Paris. Being a native of Russia, he pays frequent visits to the principle chess resorts—Moscow, St. Petersburg, Odessa, Kiew, &c.—of his mother country, and is a very rare guest in England. He is a typical Parisian in style and appearance. He has lively eyes, black moustache and hair, and manages his conversation in English wonderfully well in spite of the meagreness of his stock of perhaps 120 words. We had the pleasure of saluting our old comrade, and were glad to find him in his wonted good health and humour. We attempt to repeat the conversation as it developed. How did you pass your time since your victory at Monte Carlo?—After the tournament I lived mostly in retirement, partly at the seaside, partly in the country.—When did you commence your chess tour?—I originally intended to visit again, as in last year, the Russian metropolis, but, having some time at my disposal, I decided to first come over to England, as I had always wished to acquaint myself with chess life and manners in this great country.—Which cities and which clubs have you so far visited on your tour?—Of course I first visited the capital. I had announced my visit a week beforehand. I must confess, to my regret that I was very much disappointed in London. Of course you know that the British Chess Club has the reputation of being the leading club in English chess life. The manner of my reception in that club was quite new to me. No one of its members seemed to take any interest in chess, so that I nearly had the impression of being in no

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chess club at all. Kriegspiel and other still worse games were dominant. I was only asked to play Kriegspiel or whist. What contrast here in the North, where I found such cordial reception and such great interest in chess! I am very glad to have visited Manchester. The manner of my reception at the North Manchester Club, and in fact by all chess players whose acquaintance I have made here, has quite delighted me. I was really feeling quite depressed after my cold reception in the British Chess Club. We quite understand M. Janowski's sentiments. A gentleman in his position, paying what is practically his first visit to English chess, should not be treated with such scant courtesy by the club which claims the leading position in all chess matters."

With a properly constituted authority to safeguard the interests of English chess, such treatment as that experienced by M. Janowski, would be well-nigh impossible in this country, and it is high time that the great body of British chess players awoke to a sense of their responsibilities in the matter. In contrast to his reception in London, Monsieur Janowski informed us personally, in reply to our questions, that during his recent visit to Holland, the whole of the arrangements for his tour in that country were made by the secretary of the Dutch Chess Association, and that he met with the greatest courtesy and consideration. This is as it should be, and will be in Great Britain when petty jealousies are swept away and common sense and business methods are allowed to prevail.

GAME No. 2,099.

Played in the North *v.* South Correspondence Match.

Sicilian Defence.

NOTES BY JAS. MASON.

WHITE. Mr. J. NICHOLSON. *North.*	BLACK. Mr. J. W. FLEAR. *South.*
1 P—K 4	1 P—Q B 4
2 Kt—K B 3	2 Kt—Q B 3
3 P—Q B 3	

Quite in defiance of "the books"!

	3 P—Q 4
4 P × P	4 Q × P
5 P—B 4	5 Q—Q sq
6 P—Q Kt 3	6 P—K 4
7 P—Q 3	7 P—K R 3 ?
8 B—K 2	8 B—Q 3
9 Kt—B 3	9 Kt—Q 5

.....A move as well made later,—one of a sort always handy. It would seem better to bring forward the other Knight. However, there is throughout, on both sides, a certain "looseness" in the play, which invests the contest with a additional charm.

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10	Kt—K 4	10 Kt—K 2
11	Kt × Kt	11 K P × Kt
12	B—B 3	12 Castles
13	Kt × B	13 Q × Kt
14	Castles	14 Q—B 2
15	R—K sq	15 B—K 3 ?
16	B—K 4	16 B—B 4
17	B × B	17 Kt × B
18	Q—Kt 4 !	18 P—K Kt 3

.....Necessary, owing to faulty movement of the Bishop. But yet there is not much difference.

19	B—B 4	19 Q—R 4
20	P—K R 4	20 P—K R 4
21	Q—R 3	21 K R—K sq
22	R × R ch	22 R × R
23	Q—B 3	23 Q—R 3

....Or 23..., R—K 8+; 24 R × R, Q × R+; and 25..., Q—K 2; slightly better for drawing.

24	P—Kt 3	24 R—K 2
25	B—Kt 5	25 R—K 3
26	Q—Q 5	26 Q—B 3
27	Q × Q	

Leading to a sufficiently difficult and protracted ending, in which the probabilities point to a draw.

		27 R × Q
28	R—K sq	28 P—B 3
29	B—Q 2	29 K—B 2
30	P—Q Kt 4	30 P—Q Kt 3
31	R—Q Kt sq	31 Kt—Q 3
32	P × P	32 P × P
33	B—B 4	33 K—K 3
34	R—Kt 8	34 Kt—B 2
35	R—K Kt 8	35 R—R 3
36	R × P	36 R × P

See Diagram.

37	B—Kt 5	37 R—R 8 ch

.....Trying to win, perhaps. But 37..., Kt × B; 38 P × Kt, K—B 4; would be better—to draw. In the ending, the Knight is inferior to the Bishop, and the advantage inclines to White.

38	K—Kt 2	38 Kt—K 4
39	R × P ch	39 K—Q 2
40	R—K R 6	40 Kt × Q P
41	P—K B 4	41 R—R 7 ch
42	K—B 3	42 P—Q R 4

.....Now would be the time for 42..., Kt—K 8+; clearing the road for Queen Pawn,—with very good chances.

43	R × P	43 R—K B 7 ch
44	K—K 4	44 Kt—Kt 5
45	P—B 5	45 P—Q 6
46	R—R 7 ch	46 K—B 3
47	R—R 8	47 R—K 7 ch
48	K—B 3	48 Kt—B 7
49	P—B 6	49 Kt—Q 5 ch
50	K—Kt 4	50 R—K B 7

.....Black is virtually lost. If, *e.g.*, 50..., P—Q 7; 51 B × P, R × B; 52 P—B 7, the Knight must be given up, and resulting Rook and Pawn position wins for White.

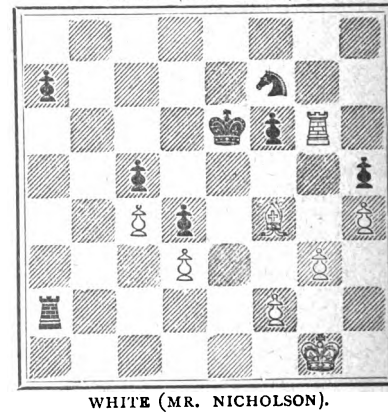
51	R—Q Kt 8	51 P—Q 7
52	B × P	52 R × P
53	B × P	53 R—Kt 6 ch
54	K—R 3	54 K—Q 2
55	R—Q 8 ch	55 K—K 2
56	R—Q 5	56 Kt—K 7
57	R—K 5 ch	57 Resigns.

.. ..If 57..., R—K 3; then 58 R × P, &c.

Position after Black's 36th move :—

R × P.

BLACK (MR. FLEAR).



WHITE (MR. NICHOLSON).

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We have received from Professor Upendranath Maitra, of India, the two following games, played by telegraph between the clubs of Calcutta and Simla, in August and September last, which have during their progress excited much interest in India. The first was not conducted quite according to rules of the opening, and ought to have been resigned much earlier, but the second will be found both interesting and instructive.

GAME No. 2,100.

Danish Gambit.

NOTES BY C. E. RANKEN.

WHITE. CALCUTTA.	BLACK. SIMLA.
1 P—K 4	1 P—K 4
2 P—Q 4	2 P × P
3 P—Q B 3	3 P × P
4 B—Q B 4	4 Kt—K B 3
5 Kt × P	5 B—Kt 5
6 K Kt—K 2	6 B × Kt ch

Those who play chess by telegram or correspondence, ought at any rate to know the book moves, which are here Castles for Black, and if White continue with 7 P—K 5, then P—Q 4.

7 Kt × B	7 P—K R 3

It was better to allow the Kt to be pinned than driven back to his square; in which case the game might have proceeded 7..., P—Q 3; 8 B—K Kt 5, Q Kt—Q 2; and if 9 Kt—Q 5, then P—K R 3.

8 P—K 5	8 Kt—Kt sq
9 Q—K B 3	9 Q—K 2
10 Castles	10 P—Q B 3
11 Kt—K 4	11 P—Q 4
12 Kt—Q 6 ch	

.....Stronger perhaps would have been 12 P × P *en pas.*, Q—B sq; 13 R—K sq, and if B—K 3, 14 Kt—B 5; or if K—Q sq, 14 B × P, with a winning position; but White preferred the certainty of winning a piece.

	12 K—B sq
13 Kt × B	13 Q—K 3
14 Q—R 3 ch	14 Kt—K 2
15 Kt × Kt	15 Q × Kt
16 Q × Q ch	16 K × Q
17 B—Kt 3	17 Kt—Q 2
18 P—K B 4	

.....At this point Black might just as well have resigned, instead of prolonging a hopeless resistance, in which there is no feature of interest; so that further comments are unnecessary.

	18 Kt—Q B 4
19 B—Q sq	19 Q R—Q sq
20 P—K B 5	20 Kt—Q 2
21 B—K B 4	21 P—K B 3
22 R—K sq	22 P × P
23 B × P	23 Kt × B
24 R × Kt ch	24 K—Q 3
25 R—K 6 ch	25 K—B 2
26 R—K 7 ch	26 R—Q 2
27 R × R ch	27 K × R
28 B—Kt 4	28 K—Q sq
29 R—K sq	29 R—K sq
30 R × R ch	30 K × R
31 B—B 3	31 K—K 2
32 P—K Kt 4	32 K—B 3
33 P—K R 4	33 K—K 4
34 K—B sq	34 P—Q B 4
35 K—K 2	35 P—Q Kt 4
36 K—Q 2	36 P—Q B 5
37 P—K R 5	37 P—R 4
38 P—Kt 3	38 P—Kt 5
39 P × P	39 P × P
40 B—K 2	40 Resigns.

GAME No. 2,101.

Giuoco Piano.

NOTES BY C. E. RANKEN.

WHITE. SIMLA.	BLACK. CALCUTTA.
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—Q B 3
3 B—B 4	3 B—B 4
4 P—Q B 3	4 Kt—K B 3
5 P—Q 4	5 P × P

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6 P—K 5

This form of the opening has long been known to be inferior to P × P, because of the P at K 5, which is weak and liable to be broken up by Black's P—K B 3, after he has Castled.

	6 P—Q 4
7 B—Q Kt 5	7 Kt—K 5
8 P × P	8 B—Kt 3
9 Kt—Q B 3	

The usual move here is Castles, but the text play seems equally good, for if now B—R 4, White can reply with Q—Kt 3.

	9 Castles
10 B—K 3	10 P—K B 3

.....Perhaps a little too early. Black should have played first, we think, B—K 3; or K—R sq.

11 Q—Kt 3	11 Kt × Kt
12 P × Kt	12 B—K Kt 5

.....And here Kt—R 4 seems to be demanded, followed by P × P and B—K B 4.

13 P × P	13 R × P
14 B—K 2	14 B × Kt

.....Black's position now is difficult; their Q's side pieces are out of play, and we see no good move for them.

15 B × B	15 Kt—K 2
16 Castles K R	16 P—Q B 3
17 Q R—K sq	17 P—K R 3
18 Q B—B sq	18 B—Q B 2

.....Well played. White, of course, dared not take the Q Kt P. on account of R—Kt sq and Q—Q 3, but White's reply is excellent, avoiding the danger and continuing the attack.

19 B—K 4	19 K—R sq
20 B—Kt sq	20 P—Q Kt 3
21 Q—B 2	21 Kt—K Kt 3
22 P—K B 4	22 B—Q 3

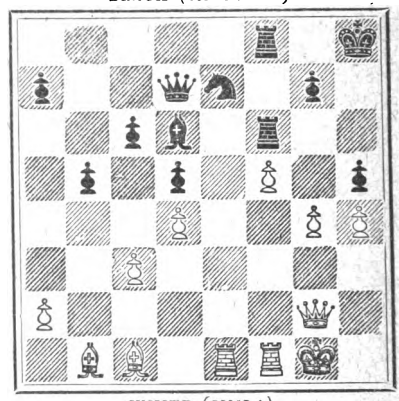
....Q—Q 3 or Q—Q 2 seems more to the purpose to bring the Q R into action.

23 P—K Kt 3	23 Q—Q 2
24 Q—K Kt 2	24 P—Q Kt 4
25 P—K B 5	25 Kt—K 2
26 P—K Kt 4	26 Q R—K B sq
27 P—K R 4	27 P—K R 4

Position after Black's 27th move:—

P—K R 4.

BLACK (CALCUTTA).



WHITE (SIMLA).

.....A desperate manœuvre, but it succeeds. Being unable to prevent the oncoming of the Kt P, Black try to prevent the opening of the R's file, and tempt their opponents to attack with the B instead of the P at Kt 5.

28 B—Kt 5

If P—Kt 5, Black evidently intended to play R × P, giving up the exchange.

	28 K R—K B 2
29 R—K 6	

There is not much use in this; the best thing to do now is B × Kt, and then P—Kt 5.

	29 P—Q Kt 5
30 B P × P	30 B × P
31 Q—Q B 2	31 Kt—Kt sq
32 Q—K 2	

Why not Q × P, which forces the exchange of Queens and prevents the catastrophe which presently follows, and which White ought to have foreseen. The ending from their 27th move is capitally played by Black.

	32 P × P
33 Q × P	33 Q × R
34 Q—R 5 ch	34 Kt—R 3
35 P × Q	35 K R × R ch
36 K moves	36 Q R—B 7
37 K—R 3	37 B—Q 3
38 Resigns.	

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GAME No. 2,102.

Played in the "Kitchin" Correspondence Tournament of the Yorkshire Chess Association.

Queen's Gambit.

NOTES BY F. P. WILDMAN.

	WHITE. Mr. J. E. HALL, *Bradford.*	BLACK. Mr. W. GLEDHILL, *Dacre Banks.*
1	P—Q 4	1 P—Q 4
2	P—Q B 4	2 P × P
3	Kt—Q B 3	3 P—Q R 3
4	P—Q R 4	

P—K 3 was better; it does not seem good to anticipate a defence to the advanced B P, which was probably never seriously contemplated.

		4 Kt—Q B 3
5	P—K 3	5 P—K 4
6	B × P	

This loses a Pawn, and without any compensation; White had evidently not reckoned on the interposition of Q Kt on the 8th move, an interposition which causes him to lose valuable time.

		6 P × P
7	P × P	7 Q × P
8	Q—K 2 ch	8 Kt—K 4
9	B—Kt 3	9 B—Q Kt 5
10	B—Q 2	10 Kt—K 2
11	B—B 2	11 B—K Kt 5

.....Black keeps up the pressure admirably, the reply to this move was perhaps not the best, as it further hinders White's development, but indeed there is nothing very satisfactory about Kt—B 3.

12	P—B 3	12 B—K 3
13	Q—K 4	13 Q—B 4
14	Q—K 3	14 Q × Q
15	B × Q	15 Kt—B 5
16	B—B sq	16 Kt—Q 4
17	Kt—K 2	17 Kt (Q 4)—K 6
18	B × Kt	18 Kt × B
19	B—K 4	19 Castles (Q)
20	K—B 2	20 P—K Kt 4

....The planting of a Black Kt on Q 6, taken in connexion with this move, is an excellent piece of strategy. If K × Kt, Black at once regains the piece with a fine attack; and K—Kt 3 would be well answered by P—K R 4.

21	P—K R 3	21 P—K B 4
22	B—Kt sq	22 P—B 5
23	B—R 2	23 B × B
24	R × B	24 R—Q 7
25	K R—Q R sq	

A melancholy looking move, but there is really nothing to be done. Mr. Hall is well known as a player of great powers of resistance, and in this game he has certainly been allowed no opportunity of taking the offensive.

		25 K R—Q sq
26	Kt—K 4	26 R—B 7
27	P—Q Kt 3	27 R × R
28	R × R	28 R—Q 8
29	Kt (K 2)—Kt 3	

This is best, as any other move loses a piece.

		29 B—K 8 ch
30	K—K 2	30 B × Kt
31	Kt × B	31 K—K Kt 8
32	K—Q 3	32 R × P
33	R × R	33 Kt × R
34	Kt—R 5	34 K—Q 2
35	Kt—B 6 ch	35 K—K 3
36	Kt—K 8	36 K—K 4
37	Resigns.	

The game has been well played by Mr. Gledhill. He has already issued a "counterblast" to the French Defence, and if he will now turn his attention to the Queen's Gambit, he will have some claim to be regarded as a benefactor to "chessmanity."

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GAME No. 2,103.

French Defence. — The Gledhill Attack.

SCORE AND NOTES FROM *The Literary Digest.*

WHITE. Mr. WRIGHT.	BLACK. Mr. MICHAEL.
1 P—K 4	1 P—K 3
2 P—Q 4	2 P—Q 4
3 Kt—Q B 3	3 Kt—K B 3
4 P—K 5	

Usually the move here is B—K Kt 5, or B—Q 3, but the text-move is necessary in this attack.

	4 K Kt—Q 2
5 Q—Kt 4	

This is the *Gledhill Attack.* Mr. Walter Gledhill, in the *B.C.M.* (July), gives his reasons for this move: "1, P—B 4 is not good, the White Q B being at home. 2, The weak state of Black's K wing invites the entry of the White Q, which cannot be dislodged without causing a serious breach in Black's defences. 3, Q—Kt 4 permits such a rapid development of White's forces that the loss of a Pawn may well be risked."

	5 P—Q B 4
6 Kt—B 3	6 Kt—Q B 3

If Black plays 6..., P × P, which is probably his best move, this continuation follows: 7 Kt × P, Kt × K P; 8 Q—Kt 3, Kt—B 3; 9 B—Kt 5, B—Q 2; 10 B × Kt, Kt × B; 11 Kt (Q 4)—Kt 5, R—B sq; 12 B—B 4. Now what is Black's best move?

7 B—K 3	

Really the key-move of the subsequent combination.

	7 P × P (*a*)
8 Kt × P (Q 4)	8 K Kt × P
9 Q—Kt 3	9 Kt—Kt 3 (*b*)

.....This attempt to develop the K B proves his downfall. P—K R 3 should have been played, preventing 10 Kt—Kt 5.

10 Kt (Q 4)—Kt 5	

.....There doesn't seem to be any satisfactory answer to this move. If 10..., Q Kt—K 4; 11 P—B 4, Kt—B 3; 12 P—B 5, K Kt—K 4; 13 B—K B 4, B—Q 3; 14 Kt × B ch, Q × Kt; 15 B—Q Kt 5, &c.

	10 P—K 4
11 Castles (Q R)	

White can play at once Kt × Q P, but he has something better.

	11 P—Q 5
12 Kt × Q P ! (*c*)	

It will not do to play 12 B × P and give up only one piece, for 12 B × P, Kt × B; 13 Kt × Kt, P × Kt: and, in the event of Black 14..., K—K 2, White cannot play Q—K 3.

	12 P × Kt
13 B × P	13 Kt × B
14 B—Kt 5 ch	14 Kt × B

.....If 14.., K—K 2; 15 Q—K 3 ch, &c. K R—K sq ch will not do.

15 R × Q ch	15 K × R
16 Kt × Kt	16 B—Q 2

.....An attempt to develop the Bs and get the Rs into play.

17 Q—B 7 ch	17 K—K sq
18 R—K sq ch	18 B—K 3

.....If 18.., B—K 2; 19 Kt—Q 6 ch, K—B sq; 20 Q × B, &c.

19 Q × Kt P	19 Resigns.

.....The R must go to Q sq, or Q × R ch. Hence 19..., R—Q sq; 20 Kt—B 7 ch, K—K 2; 21 Kt × B ch, R—Q 2; 22 Kt—B 5 ch, K—B 3; 23 Q—B 3 ch, K—Kt 4; 24 Kt—K 4 ch, K—R 3, and White mates in three moves.

NOTES BY MR GLEDHILL.

(*a*) Better probably is 7..., Q—Kt 3, the reply to which may be 8 B—Q Kt 5 or 8 Castles. Should Black follow the latter with 8..., P—B 5, 9 B × P seems feasible.

(*b*) Certainly fatal, but if 9.., P—Q R 3 (not R 3, as in note) had been played, White could have Castled. If then 10..., Kt—Kt 3; 11 B—Q 3, with a fine game.

(*c*) The game is a very interesting illustration of the strength of White's resources in the opening, Black's lapses (trifling at first sight) permitting his opponent at this early stage to sacrifice two pieces and compel resignation.

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GAME No. 2,104.

Played in match in Surrey Trophy Competition: Thornton Heath *v.* Battersea, Board 3, March 5th, 1901.

Petroff's Defence.

NOTES BY JAS. MASON.

WHITE. Mr. H. WARD, *Thornton Heath.*	BLACK. Mr. E. CRESSWELL, *Battersea.*
1 P—K 4	1 P—K 4
2 Kt—K B 3	2 Kt—K B 3
3 B—B 4	3 P—Q 4

.....A rash advance. The usual 3..., Kt × P should be preferred.

4 P × P	4 Kt × P
5 Q—K 2 !	5 P—K B 3
6 P—Q 4	6 Kt—B 3
7 Castles	

No objection to 7 P × P, for substantial gain at the start. After all the result turns on a Pawn.

	7 B—K Kt 5
8 P × P	8 Kt × P
9 Q—K 4	9 B × Kt
10 P × B	10 Kt—K 2
11 B—Kt 3	11 P—B 3
12 P—K B 4	12 Q—Q 5 !
13 Kt—B 3	13 Q × Q

.....But for this ingenious relief Black's condition would be melancholy indeed. As it is, he fails to fully recover from the bad effects of 3..., P—Q 4; and throughout plays an uphill game.

14 Kt × Q	14 Kt—B 6 ch
15 K—Kt 2	15 Kt—R 5 ch
16 K—R 3	16 Kt (R 5)—B 4
17 B—K 3	17 Kt × B
18 P × Kt	18 Castles

.....Perhaps 18 .., Kt—B 4 would work more for freedom. There is no need for Castling, and the continued block on the King side is dangerous. In fact it speedily shows itself to be disastrous.

19 Q R—Q sq	19 R × R
20 R × R	20 K—B 2

See Diagram.

21 B—K 6	

Almost compelling the following sacrifice to keep out the Rook.

	21 Kt—Q 4
22 B × Kt	22 P × B
23 R × P	23 B—K 2
24 R—Q 3	24 R—K sq
25 Kt—B 3	25 B—B 4
26 P—R 3 !	26 K—B 3
27 Kt—Q 5	27 P—Q R 3
28 P—Kt 4	28 B—R 2
29 P—B 4	29 R—K 5
30 P—Q B 5	30 B—Kt sq
31 K—Kt 4	31 K—Kt 4

....The ending seems a losing one, whatever Black's course.

32 Kt—B 3 ch	32 K—B 5
33 Kt × R	33 K × R
34 Kt—Q 6	34 K × P

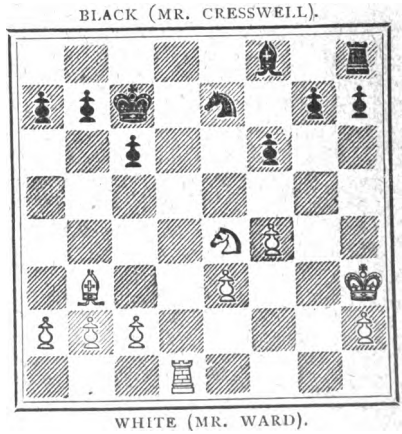
.....Or 35..., P—Q Kt 3; for stronger resistance on the Queen side. But anyway White should finally prevail.

35 Kt × P	35 B × P
36 P—K R 4	36 B—B 2
37 P—B 6	37 P—Kt 3
38 Kt—B 5	38 P—R 4 ch
39 K—R 3	39 P—R 4
40 P—Kt 5, and wins.	

Position after Black's 20th move :—

K—B 2.

BLACK (MR. CRESSWELL).



WHITE (MR. WARD).

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We notice with pleasure that a chess column was started in the *Eastern Daily Press*, Norwich, on November 6th, for the purpose of furthering the interests of the game in the County of Norfolk, where, according to our contemporary, chess appears to have taken a new lease of life. The County Association recently founded a League contest open to all clubs in Norfolk. Each club competing must play against each other competitor with a team of at least six players, and at the end of the season the club with the greatest number of wins will receive a prize and hold for one year the Association Challenge Trophy. We extract from the issue of November 6th the following brilliant game, played at the Norfolk and Norwich Chess Club, September 26th, 1872, hitherto unpublished, "which will recall pleasant memories to the doyens of the chess club, and will show others that though the club has advanced in other respects—we heartily congratulate it—it is doubtful if the quality of the chess is so good."

GAME No. 2,105.

Muzio Gambit.

WHITE. Mr. W. G. CROOK.	BLACK. Mr. I. O. TAYLOR.
1 P—K 4	1 P—K 4
2 P—K B 4	2 P × P
3 Kt—K B 3	3 P—K Kt 4
4 B—B 4	4 P—Kt 5
5 Castles	5 P × Kt
6 Q × P	6 Q—K B 3
7 P—K 5	7 Q × P
8 P—Q 3	8 B—R 3
9 B—Q 2	9 Kt—K 2

....Q × Kt P would lead to well-known variations fatal to Black.

10 Kt—Q B 3	10 Q Kt—B 3
11 Q R—K sq	11 Q—K B 4
12 R × Kt ch	

A sacrifice found in the Muzio of the early seventies, since abandoned as unsound.

	12 Kt × R
13 R—K sq	13 K—Q sq

.....Q—B 4 ch, followed by Castles, would have got Black out of his troubles; even P—Q 4 and B—K 3 would be better than the text move.

14 R—K 4	14 Kt—Kt 3
15 Kt—Q 5	

See Diagram.

	15 Kt—K 4

.....P—Q B 3, followed by P—Q 4 if Kt takes Gambit Pawn, or Q—K Kt 4 if Kt—K 3 is imperative here.

16 R × Kt	

Fine and sound; White must now draw at least.

	16 Q × R
17 B—B 3	17 Q—Q 3
18 B—B 6 ch	18 Q × B

....Forced; if K—K sq, then 19 Q—K 4 ch wins at once.

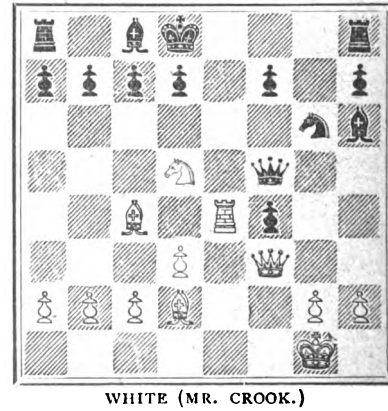
19 Kt × Q	19 B—Kt 4
20 Kt—K 4	20 P—K R 3

.....B—K 2 would have been better; the fatal fascination of holding the Gambit Pawn led to Black's ruin. If 20 Q × P, R—K B sq would lead to a draw probably, as suggested in note above (after White's 16th move), Q and Pawn against two Rooks.

Position after White's 15th move:—

Kt—Q 5.

BLACK (MR. TAYLOR).



WHITE (MR. CROOK.)

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21 P—K R 4	21 P—K B 4	25 P—Kt 6	25 R—K B sq
22 Kt × B	22 P × Kt	26 Q—R 5	26 K—B 3
23 P × P	23 P—Q B 3	27 Q—R 6	27 R × B
24 B—B 7	24 K—K 2	28 P—Kt 7 dis ch	28 Resigns.

GAME No. 2,106.

We extract the following interesting specimen of South African play and notes from the *Cape Times*. The game was contested in the recent championship tournament of the Cape Town Chess Club.

French Defence.

WHITE. Mr. INNES.	BLACK. Mr. HODGES.
1 P—K 4	1 P—K 3
2 P—Q 4	2 P—Q 4
3 Kt—Q B 3	3 Kt—K B 3
4 P—K 5	4 K Kt—Q 2
5 P—B 4	5 P—Q B 4
6 P × P	6 Kt—Q B 3
7 P—Q R 3	7 B × P
8 Q—Kt 4	8 Castles
9 B—Q 3	9 P—B 4
10 Q—R 3	10 P—Q R 3
11 Kt—B 3	11 R—K sq
12 P—K Kt 4	12 P—K Kt 3
13 P × P	13 Kt P × P
14 B—Q 2	14 P—Q Kt 4
15 Kt—K 2	15 Kt—B sq
16 Q—Kt 2 ch	16 K—R sq
17 P—K R 4	17 R—R 2
18 Kt—Kt 3	18 K R—K 2
19 P—Kt 4	19 B—Kt 3
20 Castles (Q R)	20 Q—K sq
21 P—R 5 !	21 Q R—B 2
22 P—R 6	22 B—Kt 2
23 Kt—Kt 5	23 Q—B sq
24 Kt—R 5	24 Kt—Q 5
25 Kt—B 6	

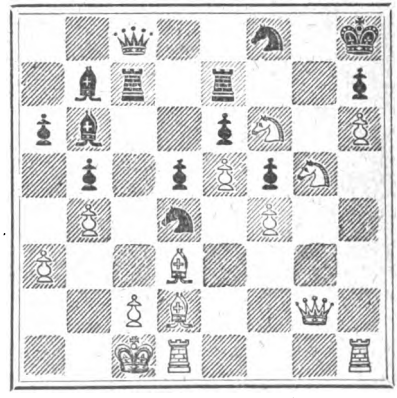
See Diagram.

	25 Kt—Kt 6 ch
26 K—Kt sq	26 Kt × B ch
27 R × Kt	27 Kt—Kt 3
28 Q—Kt 3	28 P—Q 5
29 R (Rsq)—R 2	29 Q—R sq
30 Kt (Kt 5) × RP	30 R × Kt
31 Kt × R	31 K × Kt
32 Q—Kt 5	32 Q—K B sq
33 B—K 2	33 B—K 5
34 B—R 5	34 Kt—R sq
35 R (R 2)—Kt 2	35 B × R
36 R × B	36 P—R 4
37 B—Kt 6 ch	37 Kt × B
38 Q × Kt ch	38 K—R sq
39 Q × K P	39 B—R 2
40 R—Kt 5	40 P × P
41 R × P	41 Q—R sq !
42 P × P	42 P—Q 6 !
43 P—B 3	43 Q—R 8 ch
44 Resigns.	

Position after White's 25th move :—

Kt—B 6.

BLACK (MR. HODGES).



WHITE (MR. INNES).

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One of the most interesting games in the tournament. With 8 Q—Kt 4, Innes entered upon an attack exactly suited to his style, and up to his 31st m it does not appear that he could have improved on his play. Mr. Hodges defended well, apart from one or two weak moves with the Queen. At move 20, Q—K sq was probably intended to prevent Kt—R 5, but he seems to have overlooked that the Pawn could go on first. Black makes a clever counter demonstration with 25..., Kt—Kt 6 ch, for if 26 K—Kt 2, intending to gain the Knight, Black actually mates in a few moves by 26..., B—Q 5 ch, &c. 27..., Kt—Kt 3 was forced, as White had been threatening for some time past a neat mate in two, by Kt—B 7 ch and Q—Kt 8 mate. 29..., Q—R sq was quite useless, but was made under pressure of the time limit. It is, however, difficult to see how White's 30th move could have been prevented. 31 Kt × R was an unfortunate oversight, which mars a fine game. He should have played simply 31 Q × Kt; if 31..., R—R 2, K 2, or Q B 2, then 32 P—R 7 (threatening Q—Kt 8 ch, and mate next move), R—K Kt 2; 33 Q—K 8 ch, Q × Q; 34 Kt × Q, and wins. With only a Rook and a Pawn to show for the two Knights, White makes the most of a forlorn hope and gives up the exchange again with good judgment. Even up to his 41st move (at which point the game was adjourned) it looked as if White had a draw by perpetual check, but Black's fine reply (41..., Q—R sq) was quite unexpected. He might perhaps have prolonged matters by 42 Q—Q 6, Q—R 8 ch; 43 K—Kt 2, P × P ch; 44 Q × P, &c., but without the attack he could not hope to survive for long.

GAME No. 2,107.

A somewhat refreshing style of game played in Fraser's Correspondence Tourney between Mr. A. Baker, Teignmouth (late of Huddersfield), and Mr. W. M. Brooke, Tunbridge Wells.

Queen's Knight's Opening.

SCORE AND NOTES FROM *Brighton Society.*

WHITE.	BLACK.
Mr. A. BAKER.	Mr. W. M. BROOKE.
1 P—K 4	1 P—K 4
2 Kt—Q B 3	2 Kt—K B 3
3 B—Q B 4	3 Kt—B 3

.....Or, Kt × K P; 4 Q—R 5, Kt—Q 3; 5 Q × K P ch, Q—K 2, &c., with an equal game. In a game at Hastings Mr. Pillsbury played 3.., B—Q Kt 5, and won through the later weak play of Mieses; but the move in the present game is considered better, and is more favoured. Just where the superiority of this move exists is so fine a point that it is very difficult to prove.

4 P—Q 3	4 B—Q Kt 5
5 B—Q 2	

White can also play 5 K Kt—K 2 with safety, but Black by 5..., P—Q 3, or P—Q 4, would obtain a very good game. Mr. Teichman considers 5 K Kt—K 2 unnatural development, and prefers 5 K Kt—B 3.

	5 B × Kt
6 B × B	6 P—Q 4
7 P × P	7 Kt × P
8 Q—R 5	8 Castles
9 Kt—K 2	9 P—K B 4

.....Indirectly defending the K P, but leaving the Kt pinned.

10 Castles Q R	10 P—Q Kt 4

.....An interesting move. If the exchanges are effected to their limit, the result is slightly to Black's advantage. But White stopped short at the right moment.

11 B × P	11 Kt × Q B
12 Kt × Kt	12 Kt—Q 5
13 B—B 4 ch	13 K—R sq
14 R—Q 2	14 B—Q 2
15 P—K R 4	15 P—KR 3

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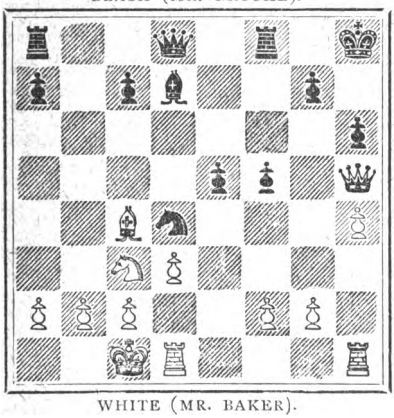
Position after Black's 15th move :—

P—K R 3.

BLACK (MR. BROOKE).



WHITE (MR. BAKER).

16 Kt—K 2

Intentional sacrifice of the Q. On receiving this move, Black remarks in his reply: "Surely you have made a frightful blunder." To which White replied: "Not a blunder, but only a chess joke." The position in its effects is very familiar to most experienced players. And Black's next move shows he saw the joke!

		16 B—K sq
17	Q—Kt 5	17 R—B 3
18	Q—K 3	18 Q—Q 3
19	Kt × Kt	19 P × Kt
20	Q—K sq	20 Q R—Kt sq
21	Q R—K 2	21 B—Q 2
22	Q—R 5	22 P—R 3
23	Q R—K 5	23 B—Kt 4
24	K R—K sq	24 B × B
25	P × B	25 Q—B 3
26	Q—B 5	26 Q—Kt 3
27	R—K 8 ch	27 K—R 2
28	Q × Q	28 Q R × Q
29	K R—K 5	29 Q R—Q 3
30	P—B 5	30 R—Q 2
31	Q R—K 7	31 R × R
32	R × R	32 R—B 3

.....Black has struggled hard to regain his lost Pawn, but it cannot now be managed; and he gracefully resigns.

33	P—Q Kt 4	33 P—Q R 4
34	P—R 3	34 K—Kt 3
35	R—Q 7	35 Resigns.

GAME No. 2,108.

Played recently in the United States.

Rice Gambit.

NOTES BY C. E. RANKEN.

	WHITE. Mr. LIPSCHÜTZ.	BLACK. Mr. NAPIER.
1	P—K 4	1 P—K 4
2	P—K B 4	2 P × P
3	Kt—K B 3	3 P—K Kt 4
4	P—K R 4	4 P—Kt 5
5	Kt—K 5	5 Kt—K B 3
6	B—B 4	6 P—Q 4
7	P × P	7 B—Q 3

As is well known, B—Kt 2 is considered to be stronger. White's next move is the invention of Professor Rice, and hence this variation of the Allgaier bears his name.

8	Castles	8 B × Kt
9	R—K sq	9 Q—K 2
10	P—B 3	

White does not play P—Q 4 at once, as the reply would be B × P ch, retaining the piece.

10 P—Kt 6

This is now thought to be Black's strongest defence. The alternative would be 10.., Castles; 11 P—Q 4, Kt—R 4; 12 R × B, Q × P; 13 B—K 2, Kt—Q 2; which seems also to give Black a good game, and less complicated than the text play.

11	P—Q 4	11 Kt—Kt 5
12	Kt—Q 2	

Black's great object is, of course, to prevent the opponent from taking the B with his Rook, and White's to defend his K's quarters.

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	12	Q × P
13	Kt—B 3	13 Q—R 3
14	Q—R 4 ch	

If either Kt or P takes B here, White loses his Q by the check at R 7, so that he is compelled to remove her first to a place of safety.

	14	B—Q 2
15	Q—Kt 4	15 Q Kt—B 3

A very fine move, the object being to bring his Q R into rapid action. We do not, however, quite see what Black would have done if, instead of 17 B—Kt 5, White had played P—Q 5.

16	P × Kt	16 B × P
17	B—Kt 5	17 Castles (Q R)
18	B × B	18 P × B
19	P × B	19 Kt—B 7
20	K—B sq	20 Kt—Q 6
21	Q—K 4	21 K R—K sq

Capturing the Rook would, of course, give up the attack, which must be maintained at all cost now.

22	R—Q sq	22 Q—R 8 ch
23	Kt—Kt sq	23 R × P
24	Q × B P	

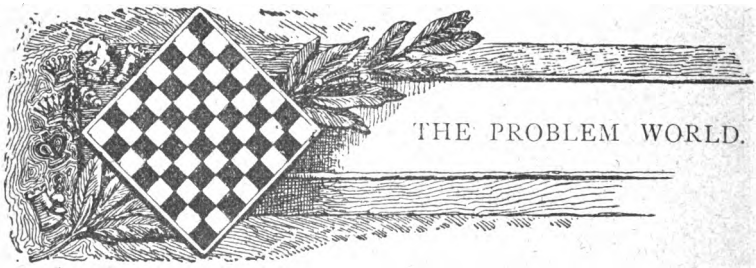
His only chance here we think, was 24..., Q × R, and then to exchange Rooks and take P with B.

		24 R—Q 3
25	Q—R 8 ch	25 K—Q 2
26	Q—B 3	26 R—K 8 ch

Again, beautifully played, and evidently a surprise for Mr. Lipschütz.

27	R × R	27 Kt × R
28	Q—K 4	28 P—B 6
29	Q—Kt 4 ch	29 R—K 3
30	Q × Kt P	30 P × P ch
31	K—B 2	31 R—B 3 ch
32	Resigns	

If K × Kt, he either loses his Q, or is mated.



All communications respecting problems must be addressed to Mr. B. G. Laws, 21, Nelson Road, Stroud Green, London, N.

"BRITISH CHESS MAGAZINE"

ELEVENTH INTERNATIONAL PROBLEM TOURNEY.

As announced last month, we now give the conditions of the Problem Tourney for Three-move direct mates, for the liberal prizes presented by Sir J. O. S. Thursby, Bart., which he has generously increased to £13 in all, trusting to have a hearty response to his challenge on behalf of the Problem Art.

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1. Competitors to send one, two, or three positions, each bearing the stipulation: "White to play and mate in three moves."

2. Each problem must be original, and any problem published before its appearance in the *B.C.M.* as a competive entry is not eligible.

3. Each entry must have a distinguishiug motto, and be accompanied by full solution, together with a separate sealed envelope (bearing the aforesaid distinguishing motto), enclosing the name and address of the composer.

4. Entries must be received by us not later than 31st January, 1902, from composers residing in Europe; and not later than 28th February, 1902, from composers residing in any other country. Address: Problem Editor, *British Chess Magazine*, 21, Nelson Road, Stroud Green, London N.

FIRST PRIZE - - - - - -	£5 0 0
SECOND PRIZE - - - - -	3 0 0
THIRD PRIZE - - - - - -	2 0 0
FOURTH PRIZE - - - - -	1 0 0
FIFTH, SIXTH, SEVENTH, and EIGHTH PRIZE (each) - - - -	0 10 0

It is also proposed to present the authors of the first four problems which receive "Honourable Mention" with Certificates, signed by the Adjudicators and Editor.

We hope to announce the names of the Judges in our next issue. We are glad to say that we have secured the services of Dr. Planck, which fact will inspire composers the world over with confidence.

So soon as we have received a number of problems which will justify our making a start, we will commence their publication.

Exchanges will oblige by giving publicity through their medium of this New International Tourney.

ALL-IN SOLUTION TOURNEY.—Score Table:—

	Old Score. (See November.)	1629	1630	1631	1632	1633	1634	1635	1636	Nov. Totals.
§"East Marden"	230 ...	3	24	3	3	3	4	2	2 ...	274
‡‡A. C. White	126 ...	3	24	3	12	3	4	2	2 ...	179
‡C. S. Earle	120 ...	3	3	3	3	3	4	2	2 ...	143
‡Chas. Johnston	362 ...	3	24	3	12	3	4	4	2 ...	417
‡W. H. Thompson	292 ...	3	21	3	12	3	4	2	2 ...	342
***"Gibson"	102 ...	3	24	3	12	3	4	2	2 ..	155
††"Beta"	393 ...	3	21	3	12	3		4	2 ...	441
**J. J. O'Hanlon...	... Cancelled	3	12	3	6	3	4	4	2 ...	37
††E. W. Brook	119 ...	3	3	3	3	3		2	2 ...	138
††J. D. Tucker	98 ...	3	3	3	3	3	4	2	2 ...	121
††P. L. Osborn	97 ..	3	24	3	12	3	4	2	2 ...	150
†Capt. G. A. Forde	27 ...		3	−2	3	3		2	2 ..	38
†R. M. Peake	395 ...	2	21	3	3	3		2	2 ...	432
*"D.C.T."	404 ...	3	3		6			2	2 ...	420
*T.D.	21 ...		6	3	6	3	4	2	2 ...	47
*S. H. H.	292 ...	3	24	3	12	3	4	4	2 ...	347

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*J. Y. Fullerton	389	...	3	3	3	3	3	4	2	2	...	412
*F. Kent	4	...	3	15	3	3			4	2	...	34
*E. E. Westbury...	196	...	3	3	3	3	3	4	4	2	...	221
*G. Woodcock	172	...	3	3	3	3	3	4	2	2	...	195
H. A. Adamson		...	3	24	3	12	3	4.	4	2	...	55
C.F.B.	53	..		3							...	56
A. Baker	325	...	3	24	3	9	3		2	2	..	371
H. S. Brandreth	221	...	3	3	−2		3		2	2	...	232
G. Broune		...	3	12	3	3	3	4	2	2	...	32
G. H. C.	319	...	3	3	3	3	3		2	2	...	338
"Cigaro Nicotini"	123	...										
W. A. Collier	79	...	3	3	3				2	2	...	92
O.R.F.	37	...	3	6							...	46
F. Bonner Feast	32	...	3	3	3	3	3		2	2	...	51
D. C. Gregson	90	..	3	3	3	3	3		2	2	..	109
A. J. Head	249	...		3	3	6	3		2	2	...	268
W. Mears	44	...	3	6	3	3	3	4	4	2	...	72
"Scorpio"...	0	...	3	3	3	3			2	2	...	16
"Selbats"...	354	...	3	6	3	3	3	4	4	2	...	382
G. Whittle...	131	...	3	24	3	9	3		4	2	...	179
"K.W."	305	...	3	12	3	3			4	2	...	332

* Previous winners. † Twice winners. †† Winners three times.
** Winners four times. ‡ Winners five times. ‡‡ Winner six times.
§ Winner seven times.

Dr. C. S. Earle has pointed out that J. J. O'Hanlon has been a winner four times, we therefore have pleasure in elevating the position of his name in the above table.

J. Y. Fullerton has asked for an old score of 166 points, which he earned in 1895 (September), should be taken into account now. As we have not definitely fixed upon a rule prohibiting this we allow it, but we shall, when we re-publish the rules of this competition, alter this state of affairs, and shall not revive scores that have lain dormant over six months. Those solvers who have old scores to their credit not brought into account now, must make their claim before January next.

"Beta" has again the highest score to his credit, making him a four-time winner.

AFTONBLAT.—The third Tourney for three-movers has been brought to an issue. Emil Pradignat takes first prize, second and third go to V. Schiffers and K. Traxler, and fourth to E. Palkoska. Hon. men.: K. Erlin and O. Nemo, L, Vetesnik, K. Traxler, Ohlsson-Born, J. Smutny, and Max Feigl.

"FOOTBALL AND FIELD."—The usual half-yearly contest has resulted in the two annexed problems being awarded prizes. They are both nice positions and will recompense study. Mr. Slater has proved himself, as he always does when he means business, very formidable in these competitions. It is natural he should favour the Bolton paper, bearing in mind this Lancashire town has been for years his domicile; we understand, however, he has permanently left Bolton, and it is to be hoped in the interests of

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British art, he will find time in his new abode to substantially supplement his long and worthy reputation by many another masterpiece.

By GEO. J. SLATER,
Bolton.

(Prize for best three-er of half-year.)

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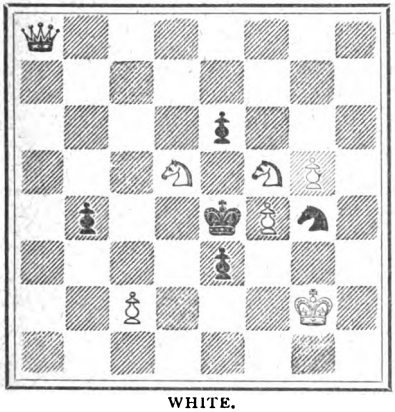

WHITE.
Mate in three.

By E. E. WESTBURY,
Birmingham.

(Prize for best two-er of half-year.)

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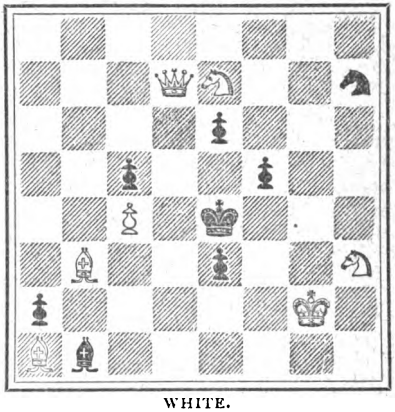

WHITE.
Mate in two.

FACTS AND TRIFLES.—We have had the following two curious positions on hand for a long time, and have deemed the time for their publication in our pages comes more appropriate in the December number, in order that our problem friends may have something uncommon at Christmastide.

BY ROBERT J. BLAND, SECUNDERABAD, DECCAN.

DEDICATED TO O. V. NORRIS.

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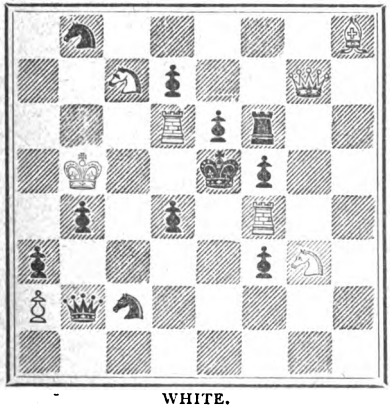

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Mate in three.

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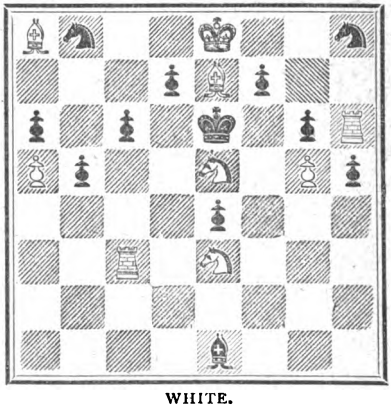

WHITE.
Mate in three.

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By G. REICHHELM, Philadelphia.

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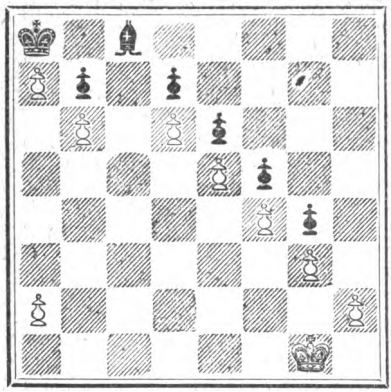

WHITE.

White to play and win.

The next position, taken from *The American Chess World*, will probably be acceptable this time of the year. It is an eccentric-looking affair, and is clearly a composed fantasy, and far too extraordinary to have "actually occurred" The solution is fairly easy and very amusing. We do not for the moment know how many moves it takes to effect mate, but this can be demonstrated.

The conductors of the attractive Canadian chess magazine *Checkmate* seem quite alive to the interests of problemists, as more than half the contents of the last issue is devoted to the art. Contribution and quotations are scattered throughout the number like crocuses on a spring lawn.

Under the heading of "Another Task Problem," W. J. Kennard, of Melrose, Mass., sends the following position:—1 R 1 b Kt B B 1 / 4 r 3 / 2 r 2 p 2 / 2 k 1 kt Q p 1 / 2 P 3 p 1 / 4 K 1 Kt p / 8 / 2 R 3 kt b /. Mate in two. Mr. Kennard says about six years ago he composed some six or eight positions to demonstrate the practability of the peculiar idea illustrated in Mr. G. Heathcote's now famous two-er. The problems presumably have not been published, so the "twentieth century bi-mover" is still the first Richmond in the field.

We are rather surprised to see a two-mover by W. Meredith, of New Jersey, in *Checkmate's* pages, which is not an improvement upon the positions we gave in August last, *vide*:—8 / 6 K p / 2 p 5 / 1 kt 2 k 3 / 3 R kt Kt P 1 / 1 Kt 3 p 2 / 6 R 1 / 2 Q 5 /. Mate in two.

Reverting to "coincidences," we have had of late a good many communications from composers who have submitted positions to us before seeking their publication, and have been able in several cases to point out "older duplicates," and thus we hope have saved in these instances the unpleasantness which must arise. In the *American Chess World* there is a two-mover which the composer would never have had the audacity to publish had he known of Mr. G. Heathcote's prize two-er in *The Hampstead and Highgate Express* (see page 40 of our present volume). By F. Gamage: 8 / b 1 Kt p 4 / p 3 p 3 / Kt 6 Q / 1 p 1 k 4 / 5 K 2 / kt kt P 3 P 1 / 4 B 3 /. Mate in two.

La Stratégie has concluded the publication of the entries in its problem tourneys, which number close on 400 positions. One of the judges, Léon Guinet, has unfortunaiely passed away before completing his adjudicating

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duties, and our contemporary is distressed at the loss of this valued collaborateur of twenty years' attachment. He was a composer of some standing, and reputed to be the best solver in France.

Under the title of *Schachminiaturen*, Messrs. Veit & Co., of Leipzig, have published, under the editorship of Oscar Blumenthal, a collection of 360 problems, no position containing more than seven pieces. The illustrations are selected from the works of 140 composers. The price is about 8/6. The title, "Chess Miniatures," although very appropriate to the collection now alluded to, is not quite original, since an unpretentious brochure was issued in England some years ago with this title.

We have been requested to mention in our pages, by one of the recipients, that both J. J. O'Hanlon and C. Johnson received as fourth prize (*ex æquo*) F. C. Collins' *Chess Problems*.

Although a trivial point, Mr. W. Meais has pointed out a dual in the two-er No. 1626, which we and all our solvers had apparently overlooked. To the problem it is rather serious, and we are sure Mr. Winter-Wood would not have passed it out of his possession with the blemish had he been aware of it. If 1 .., Kt—Q sq or R 4; 2 Q—R 4 or B—Q 5 mate.

SOLUTIONS AND CRITICISMS.

By A. F. Mackenzie (page 421).—1 Q—R 8, &c For full solution see page 269, Volume XXI., problem 1590.

By A. F. Mackenzie (page 421).—1 B—Q 3, &c. See page 269, Volume XXI., problem 1951.

By A. F. Mackenzie (page 422).—1 Kt—Q 8, &c. See page 270, Volume XXI., problem 1952.

By J. Keeble (page 422).—1 R—Kt 3, &c. See page 424, Volume XX., problem 1520.

By A. F. Mackenzie (page 422).—1 Q—K 7, P × Kt; 2 R—Kt 6, &c. If 1..., P × Kt P; 2 P × P, &c. If 1..., P × B P; 2 R × P, &c. If 1..., Q—B 4 or Q 5; 2 Q × Kt P ch, &c. If 1..., any other; 2 Q × K P ch, &c. A capital problem, with a fine main-play, the threat is interesting and the combination is a clever one. Two of the other variations are very fair, and at the same time difficult. Solved by R. M. Peake, A. C. White, J. D. Tucker.

By A. F. Mackenzie (page 422).—1 P—Kt 5. K—Q 5 or P—R 4; 2 Q—R 3, &c. If 1..., K—B 3; 2 Kt—K 8 ch, &c. If 1..., R—Kt 2; 2 Kt—K 4 dis. ch, &c. If 1..., P—B 3; 2 Q—R 4, &c. The key move here is not in such good form as the after play, which is charming in its variety. The quiet second moves are most commendable points. There is not much difference in the merits of this and the preceding problem, both are good. Solved by R. M. Peake, A. C. White, J. D. Tucker.

By R. H. Bridgwater (page 422).—1 Kt—K 6, K × R; 2 Q × R ch, &c. If 1..., K—B 4; 2 Kt—Kt 5 dis. ch, &c. If 1..., Kt (Kt 7) moves; 2 P × P ch, &c. If 1..., Kt × P; Q × Kt ch, &c. If 1..., Kt elsewhere; 2 P—B 5 dis. ch, &c. If 1..., P × P;

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2 Kt—B 5 ch, &c. If 1.. , B P moves; 2 Kt—Q 6 ch, &c. If 1..., R × Q R; 2 Kt—B 5 ch, &c. Now-a-days one is unaccustomed to see a three-mover of this kind in a prize list. There are a good number of second moves, but it is variety that is not economical, and moreover there is a show of very little strategy. We have had much better work of Mr. Bridgwater's than this. Solved by A. C. White, T.D., H. S. Brandreth

By W. Gleave (page 423).—1 B—B 5, K × B; 2 Q × B ch, &c. If 1..., K—Q 4 or B × B; 2 R—B 5 ch, &c. If.. , Kt × P; 2 Kt—K 7, &c. If 1..., others; 2 R—K 5 ch, &c. This is not up to Mr. Gleave's best standard. It has its features, but it is very uneconomical. The key is a mixture of good and bad. Solved by T.D.

By Anonymous (*Boston Post*).—1 B—K 3, &c. (see July No., page 306).

By A. Ferreira (page 424).—1 B—Q 6, &c.

By B. Silvestre (page 424).—1 Kt—Q B 3, &c.

By Meschick and Braga (page 424).—1 B—K 3, &c. All three problems solved by R. M. Peake, A. C. White, T.D., H. S. Brandreth.

By M. Lissner (page 425).—1 Q—B 2, &c. Solved by A. C. White, T.D., H. S. Brandreth.

By J. Bartsch (page 425).—1 Kt—K 6, K × Kt; 2 Q × B ch, &c. Is 1..., B × Kt; 2 B—Q 6 ch, &c. If 1..., R × Q; 2 B × K B P dis. ch, &c. If 1..., P × R; 2 Q—Q 4 ch. &c. The key move is a good one, but it leads to only one good line of play, the others being quite feeble by comparison, and there are plenty of duals. Solved by R. M. Peake, A. C. White, T.D., H. S. Brandreth.

By G. H. Clutsam (page 425).—1 B—Q 2, &c. A rather difficult key move, and there are some ingenious variations; it is unfortunate the White Queen does not join in the play with more vigour. Solved by R. M. Peake, A. C. White, T.D.

By E. J. Winter-Wood (page 425).—1 Kt—B 7, &c. A very decent key, but after that there is not much point. The variations given by 1..., Kt × Kt and Q × P ch are not artistic, as they compel the indulgence of a White Rook and Bishop respectively; these are "fringe" variations, quite unnecessary. Solved by R. M. Peake, A. C. White, T.D., H. S. Brandreth.

By G. Heathcote (page 425).—1 Kt—K 4, &c. But for the give and take key move this would be exceedingly good. Here there is a touch of artistic appreciation in the construction, which charms one far more than many laboured efforts one is compelled to disentangle. It is, however, far from being a strong problem. Solved by R. M. Peake, A. C. White, T.D., H. S. Brandreth.

No. 1629, by J. Crum.—1 Kt—K 8, any; 2 Kt—Q 7, &c. The author in sending position to us disclaimed any special merit, but alluded to the fact that an eminent solver had been kept at bay in solving it for an unusual period; and, indeed, we were unusually long in grasping the situation, and this seems also to have been the experience of several solvers.

No. 1630, by G. H. Chutsam.—This problem has an octave of solutions. We will only give the keys: 1 Q—R 8, Kt 4, B 3, Q 2, K sq and Q 8, B—Q 7 ch and B 2 ch.

No. 1631, by W. A. Shinkman.—1 R—Kt 3, P × R; 2 Q—B 3, &c. If 1.. , R—Kt 4; 2 R × R, &c. If 1..., others; 2 Q—B 3 ch, &c. The point here is the key, beyond that there is no play worth of note.

No. 1632, by W. A. Collier.—1 R—Q 2, K—Q 4; 2 B—Kt 6 dis. ch, &c. If 1..., K—K 2; 2 B—B 5 ch, &c. If 1..., K—Q 2; 2 B—B 6 dis. ch, &c. Also 1 Kt—B 8 ch, 1 Kt—Kt 5 ch, and 1 B—B 6, &c.

No. 1633, by A. C. White.—1 Q—Kt 7, B × R; 2 P—B 3 ch, &c. If 1..., P—Q 4; 2 Q—Q 7, &c. If 1..., R—B 3; 2 Q × R, &c. If 1..., others; 2 B—B 3 ch, &c.

No. 1634, by W. Finlayson.—1 R—K 5, B—Kt 2 ch; 2 K—Q 7, B—B sq ch [If 1..., R × B; 2 Kt—B 3 ch, &c.]; 3 K × B, &c. There are a few minor variations which can easily be worked out.

No. 1635, by A. E. Mercer.—Two solutions. 1 Kt—K sq (author's) and 1 Kt—Kt 2. It is a pity this position is cooked, as it is an interesting sui-mate.

No. 1635, by A. E. Mercer.—1 P—B 5, B × P; 2 Q—K 5 ch, &c. If 1 .., B—Q 4; 2 Q—B 7 ch, &c. If 1.., K—K 2; 2 Q—Q 8 ch, &c. An elegant little bi-move sui, not difficult, but prettiness makes up for this.

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PROBLEMS.

No. 1645.

By Dr. MAURICE LEVY,
St. Paul's, Brazil.

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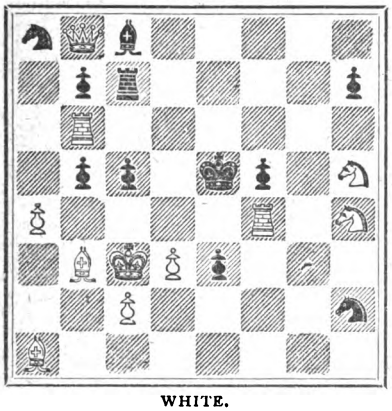


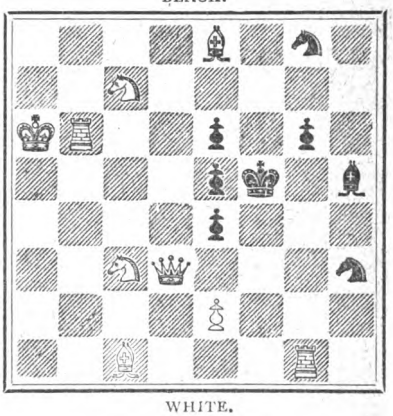
WHITE.

White mates in two moves.

No. 1646.

By A. N. SINCLAIR,
Honolulu, U.S.A.

BLACK.



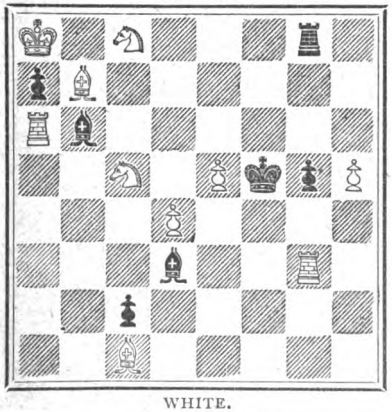
WHITE.

White mates in two moves.

No. 1647.

By PHILIP H. WILLIAMS,
London.

BLACK.



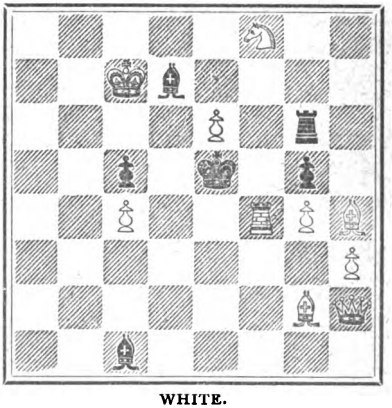
WHITE.

White mates in two moves.

No. 1648.

By G. H. CLUTSAM,
London.

BLACK.



WHITE.

White mates in two moves.

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PROBLEMS.

No. 1649.

By R. THEODORE MILFORD, M.A., Shrewsbury.

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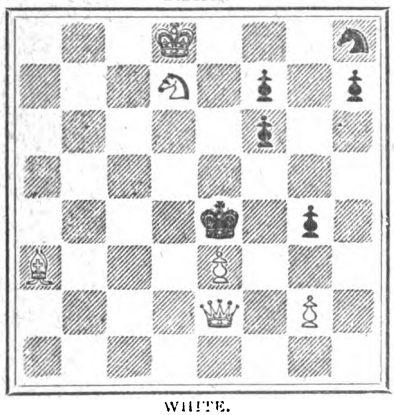


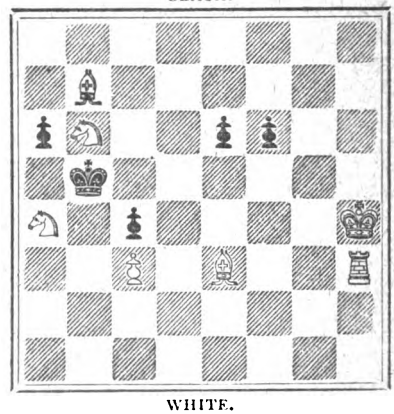
WHITE.

White mates in three moves.

No. 1650.

By A. C. WHITE, New York.

BLACK.



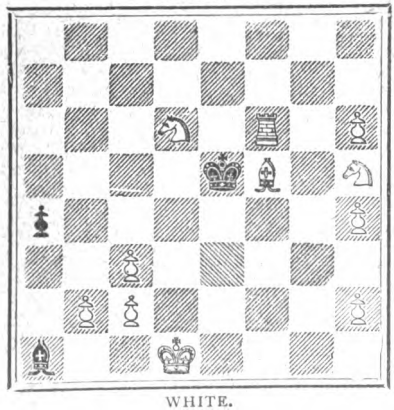
WHITE.

White mates in three moves.

No. 1651.

By G. E. CARPENTER, Tarrytown, U.S.A.

BLACK.



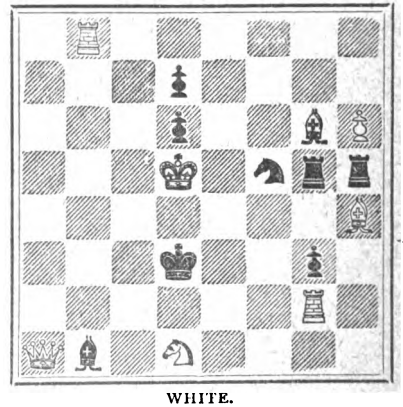
WHITE.

White mates in four moves.

No. 1652.

By Dr. J. J. O'KEEFE, Kogarah.

BLACK.



WHITE.

White compels Black to mate in two moves.

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